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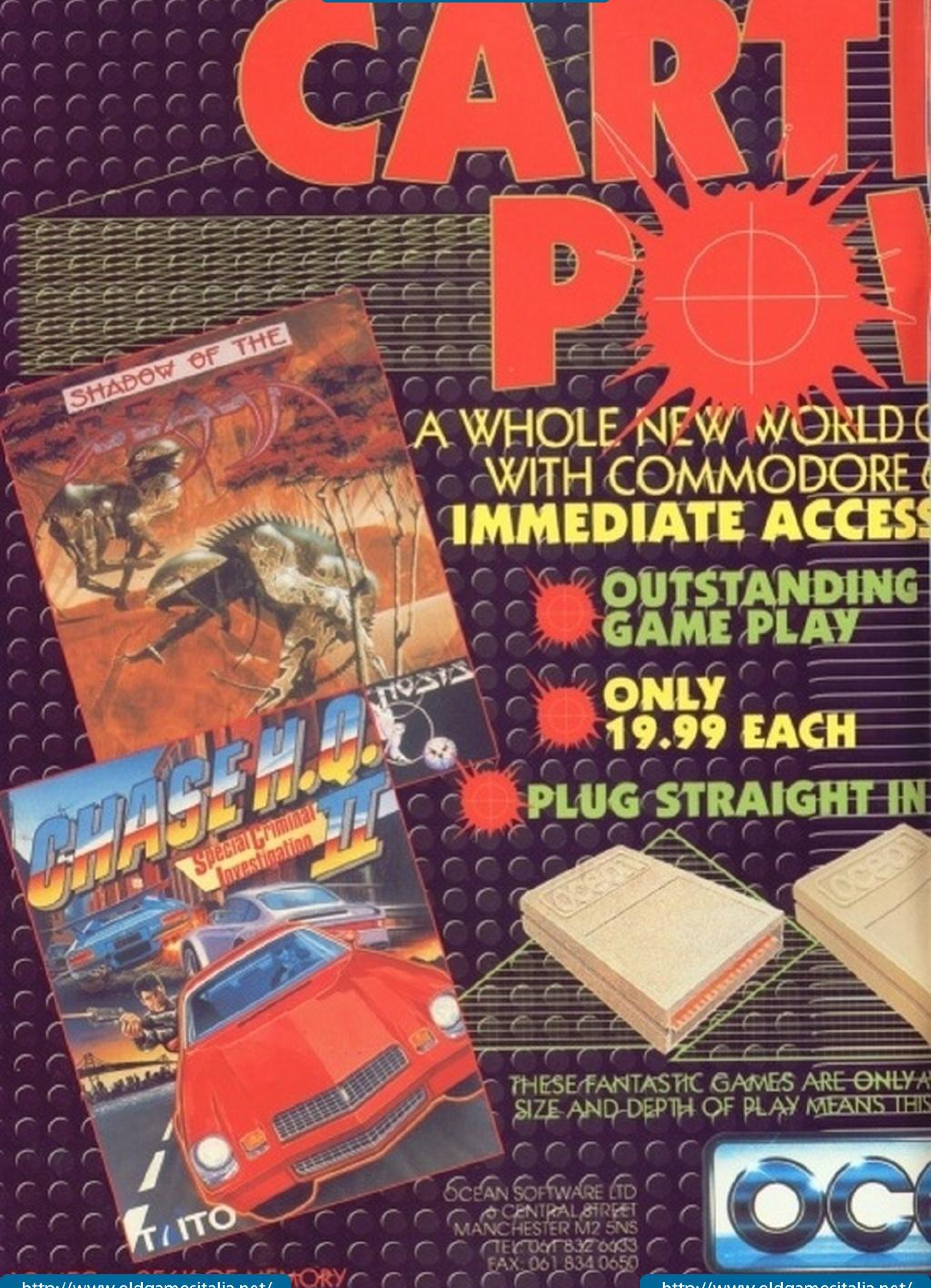
Uh-oh – me PowerPack tape (and box) has gone walkies. Better ask the newsagent where they've gone...



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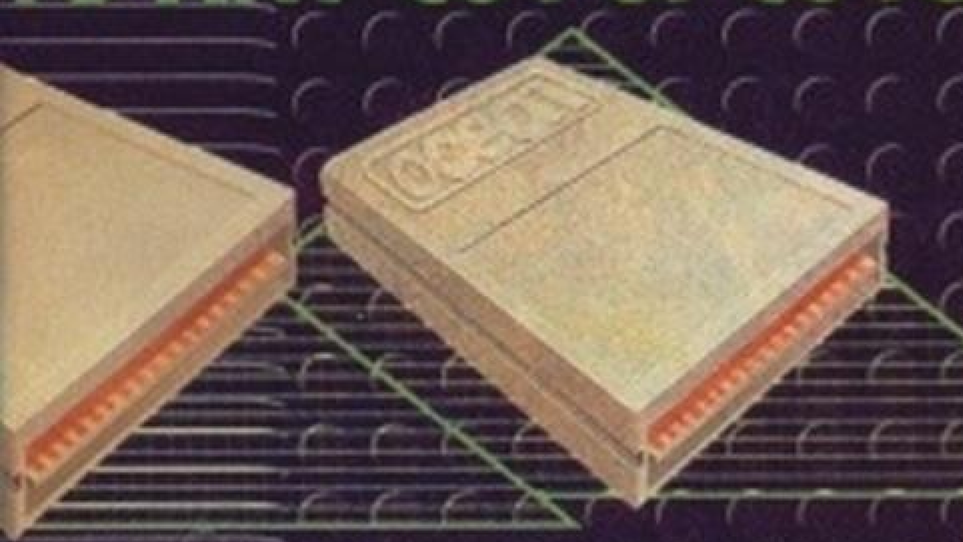

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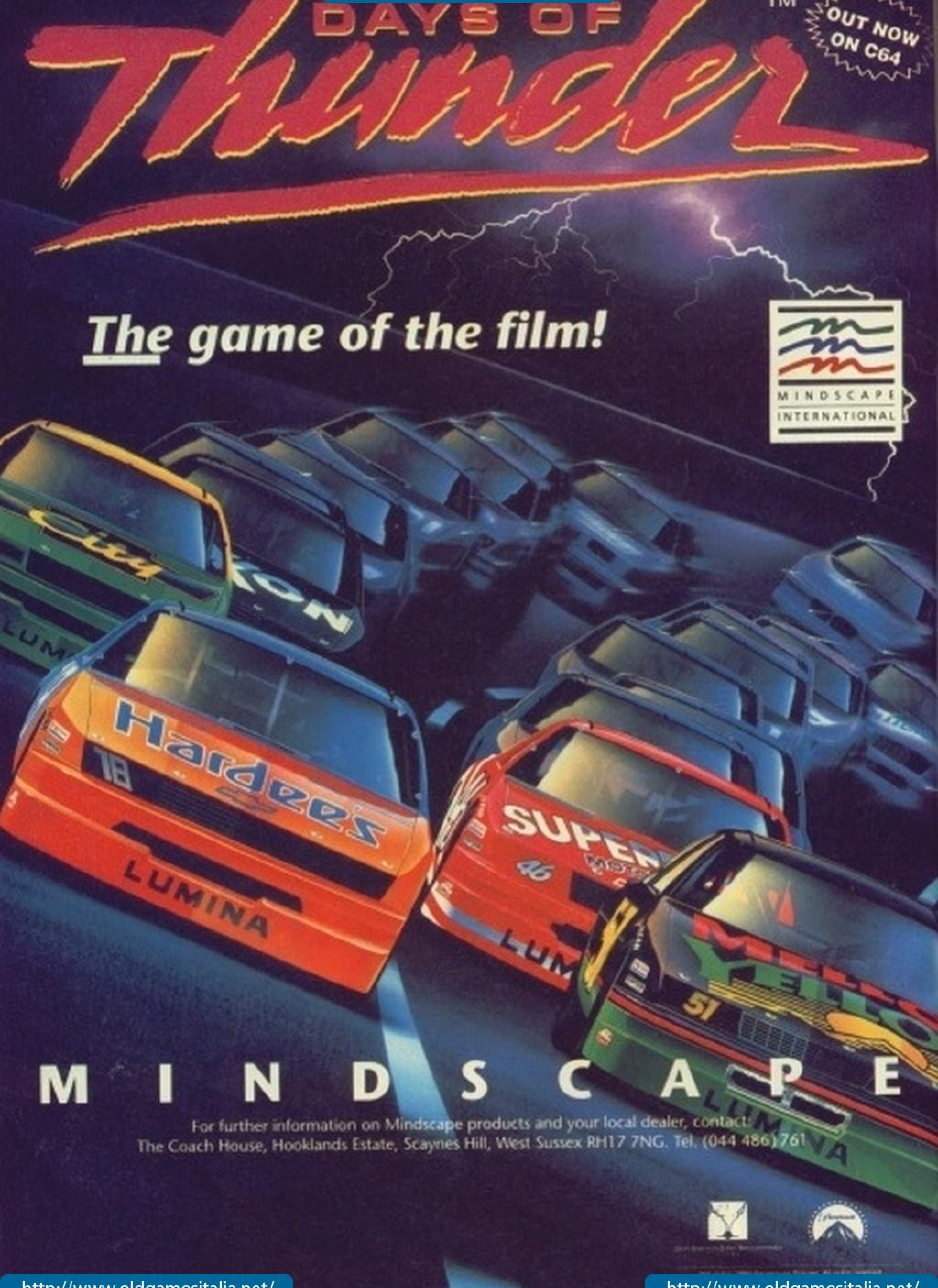
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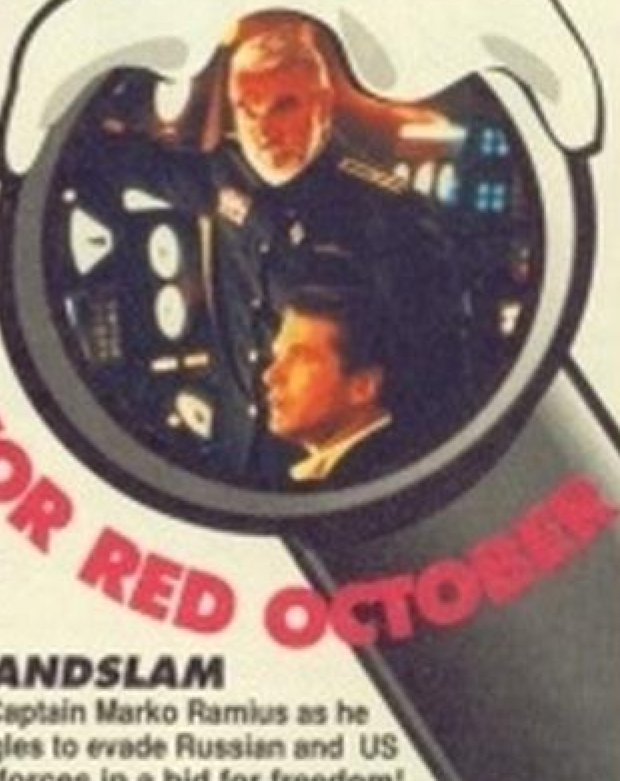
POWERTESTED!

THE SPY WHO LOVED ME

DOMARK

28 007 returns in Domark's latest Bond game. You may not remember the movie but the 64 version is here now!



THE HUNT FOR RED OCTOBER

82

GRANDSLAM

Join Captain Marko Ramius as he struggles to evade Russian and US naval forces in a bid for freedom!

NAVY SEALS

OCEAN

32 Real-life tough guys. They're mean, they're on cart, and they're all set to kick ass on your 64!

ROBOCOP 2

OCEAN

The film didn't set the world on fire, so just how does Ocean's latest 18 cart-only conversion fare?

MOVIE TIE-IN

SHADOW OF THE BEAST

OCEAN

92 The stunning Amiga game finally scrolls onto the C64 but is it another case of nice visuals, shame about the gameplay?

SUMMER CAMP

THALAMUS

What do camp Wotadump, a missing flag and a mouse called Maximus have in common? All is revealed within 90

PLUS

20 DIPLOMACY
VIRGIN

Your chance to rule the world by destruction, deceit and diplomacy in this version of the mega board game

49 HELTER SKELTER
AUDIOGENIC

Yet more bouncing ball larks and laffs as you froth at the mouth trying to blat all the beasties in a bid for freedom! But remember, there has to be a method to your madness

70 DAYS OF THUNDER
MINDSCAPE

CF goes NASCAR racing in the game of the film, but discovers a baby driver instead of a boy racer

76 PUZZNIC
OCEAN

Looks are deceptive in this coin-op brain-strainer – it might look like a bunch of old bricks, but it's not just a load of old hod's-wallop (groan).

78 CYBERBALL
DOMARK

American Football meets R2-D2 in this weird Tengen coin-op

85 GOTCHA
KINGSOFT

If it's a surreal puzzle game you're after, look no further

95 PANG
OCEAN

Simultaneous two-player Bubble-Bash!

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Oh no! It's Roger Frames

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Special offers you just can't refuse

MOVIE TIE-IN

MOVIE MANIA

Throughout this, our special MovieTie-In issue, you'll find reviews of the latest games that are based on smash-hit films but there is even more to come. *Darkman*, the story of the mad scientist and his artificial skin problems is being 64-ed by none other than Ocean who are also working on *Wings of the Apache*, the game of the film of the helicopter gunship squadron that takes on the might of mercenaries fighting for South American drug barons. (Well, let's hope the game is less complicated than the plot.) Not to be left out are Disney, whose new software division is already developing the game version of the next Spielberg monster, *Arachniphobia*. Grandslam will be releasing *Die Hard 2* in March (hopefully) and since we reported *Predator 2* in *CF2*, we've learned that Mirrorsoft should have the finished game ready for March. OK, square eyes?

An unexpected box office hit – Darkman – coming to a 64 soon

NETWORK 64

The Godfather – the film that set the ball rolling 19 years ago – a game soon!

SIXTH TIME AROUND

Mindscape are set to release *Ultima VI*, the latest instalment in the longest running series of computer games in history. Origin Systems' greatest claim to fame is their remarkable series of computer roleplaying games. *Ultima I*, released in 1980, is the grandaddy of swords and sorcery computer games and it caused such a stir that the sequels have never stopped coming. The games have got bigger and more complex ever since (the Ultima world now has something like six different fantasy languages in it and each game in the series normally spans several disks). *Ultima VI* can be played on its own, whether or not you've ever played any of the games in the series before.

MAFIA GAMES TO COME

US Gold have acquired the licence for The Godfather movies. The licence covers the original film, its sequel and the latest film in the series, *Godfather III*, which continues the story of the Corleone family and life in the *Mafia* begun in 1972. US Gold have said that they want to produce a series of games, not only based on the different films but designed for players of different kinds of games. All we know for certain at the moment is that two games are currently under development. One is going to be an arcade action game while the other will be an adventure game, possibly in the same style as *Mean Streets* (see *CF1*). The first game in the series is likely to appear sometime around June.

AWARD WINNING SPECIAL OFFERS

"I'm pleased to be collecting this award on behalf of the Subscription and Mail offers who couldn't be with us today (Subs is spending time on page 53, while Mail Order is hard at work on 88). They're very special to all of us and I'm sure you look forward to seeing them!"

NARCO POLICE

ically sound *Narco Police* will be their first release on cartridge

DINAMIC DEVELOPMENTS

Dinamic will warm the cockles of every C64 and GS owner's heart with the announcement that, from now on, they will only be producing C64 games on cartridge. Not only that but they will be converting their back catalogue of games to cartridge format as well! This should mean that among others, *Satan* (reviewed in *CF1*) should be re-released in this format soon. The first of their new games to appear on cartridge format will be the action arcade adventure, *Narco Police*. Fingers crossed, we should be able to bring you a full review next issue.

Narco Police features a combination of arcade and strategy gaming in a 3D world drawn in high res graphics. The setting is a tropical island fortress defended by sophisticated computerised weapons systems where drug barons are manufacturing narcotics. You control three groups of futuristic anti-drug police squads who must mount a successful assault on the drug barons' base. Action scenes controlled via a joystick are followed by tactical decision making sections where direct computer commands have to be quickly issued in the seconds before the action starts up again. It all looks and sounds completely over the top. Come back next month to find out if it really is.

DOWN THE DUNGEON AGAIN

The next game in SSI's series of AD&D games is due from US Gold. *Death Knights of Krynn* is the direct sequel to *Champions of Krynn*. Adventurers should be prepared to take on the Draconian menace again towards the end of February. A conventional wargame called *Medieval Lord* is also currently under development. The game should be out next May or June so keep your eyes peeled for developments. One more game being developed by US Gold at the moment is *Magic Sword*, which is being converted from the Capcom original by Probe software, the team who programmed *Golden Axe*. But don't hold yer breath, *Magic Sword* is unlikely to appear before next September!

Hack 'n' slay is here to stay – another AD&D game is on its way

VIRGIN TERRITORY

New games will be coming thick and fast from Virgin Mastertronic in the new year. Their biggest game, *Judge Dredd*, has been delayed for some time but it's now expected that the title will be released sometime in late January. That should coincide with *Viz*, the company's 'adult' game of the vulgar but funny comic of the same name. Speaking of which, check out *CF5* for an exclusive playable demo on the PowerPack tape. Meanwhile, check out Roger Frames for details of some imminent Virgin Mastertronic budget releases. Finally, a compilation due from the company in February will consist of *Shinobi*, *Ninja Warriors*, *Double Dragon 2* and *Dynamite Dux*. No price is available for this yet.

The Law Himself is going to settle the score on your C64 by February – but will Dredd be arresting?

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" DOUBLE ...

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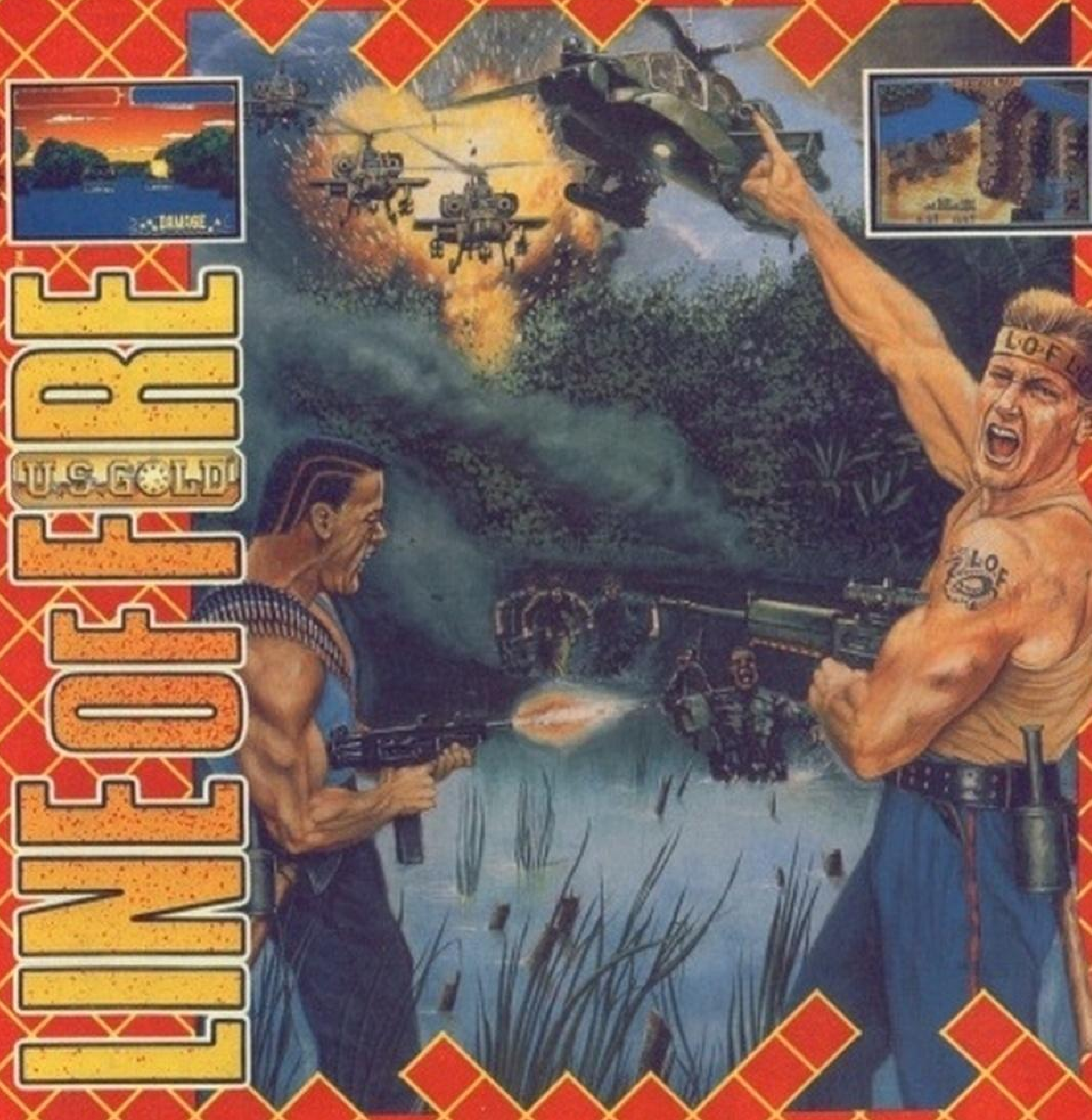
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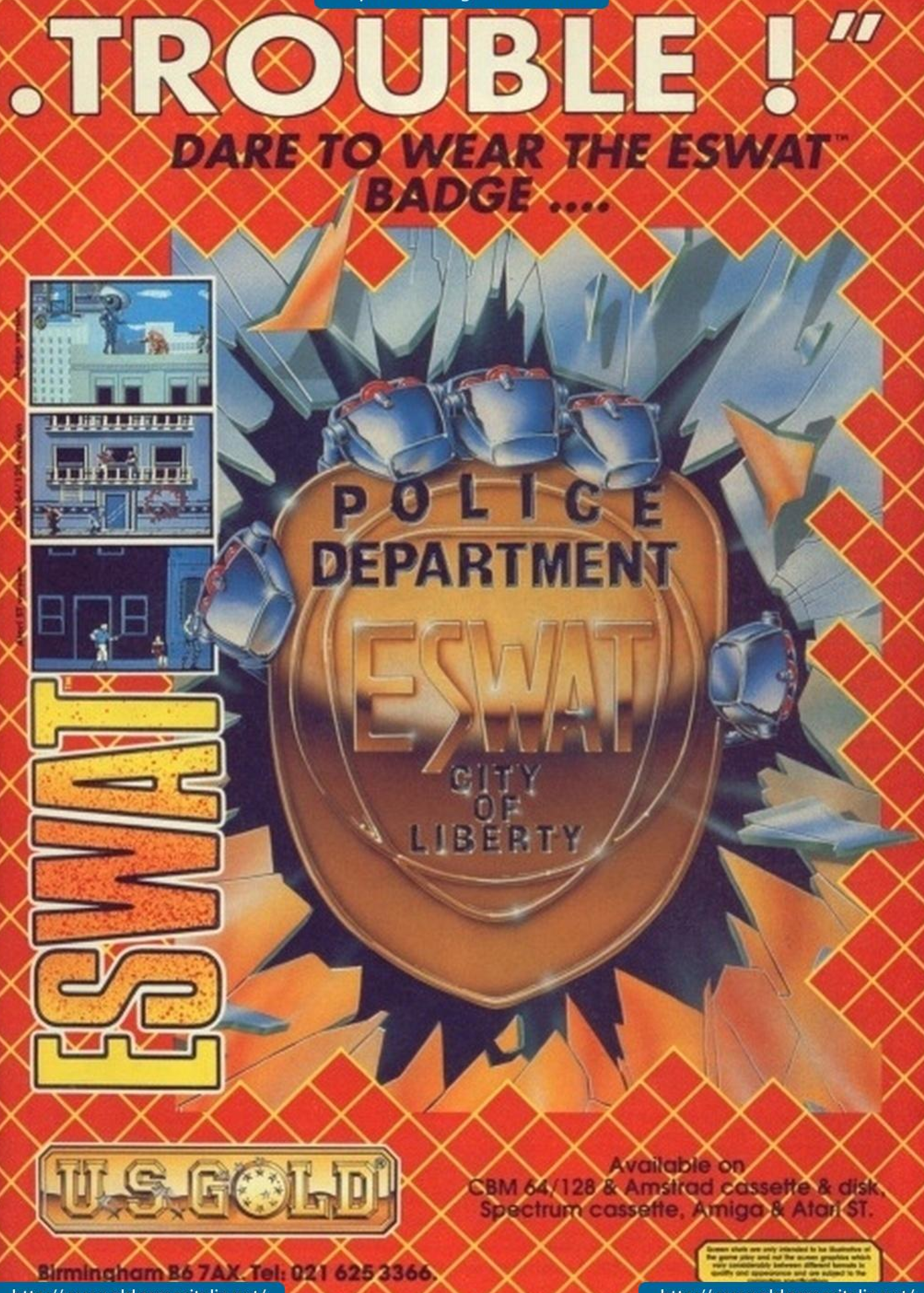

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POWER PACK

Wanna be a great archer, the law enforcement weapon of the future, driver of a £46,000 racing car? How about being a tennis ball...

Merry Christmas and Happy New Year, you joystick junkies. Now then, it's time to discuss the best laid plans of editors again. Last month we told you that demos of *Warlock* and *Total Recall* would be on this month's tape, along with the complete version of *Inner Space*. Well, we decided to hold onto *Warlock* until next month, for reasons best known to ourselves and when we got to see *Robocop 2*, we thought it was so brilliant that we swapped *Total Recall* for it. As for *Inner Space*, well, we never realised how packed this tape was going to be. There just wasn't room. The mega *CF4* PowerPack is brimming over with enough sexy stuff to keep you frothing throughout the festive season. From Demoland we bring you *Lotus Esprit Turbo Challenge*, courtesy of Gremlin and, of course, Ocean's *Robocop 2*.

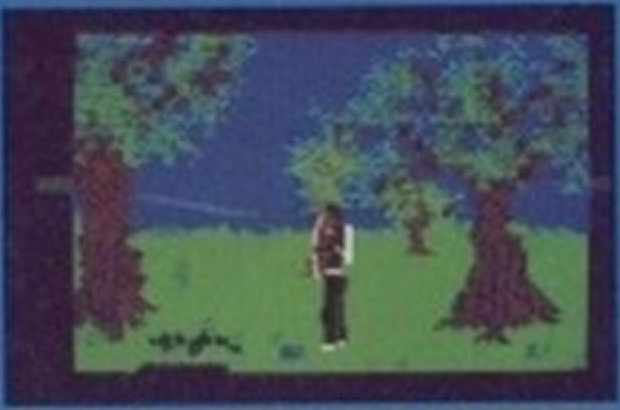
After your dextral digits have been well and truly flexed, take a look at our first full game – Bounder – one of the scrummiest games ever to appear on the 64 (if you haven't tried it, take a look and see for yourself). The same can be said for *Beyond the Forbidden Forest*, our second full game, this month. All in all the *CF4* PowerPack is more of a sack burster than a stocking filler!

FULL GAME

BEYOND THE FORBIDDEN FOREST

COSMI

The evil demogorgon lives in a cavern protected by hordes of terrible creatures. As the greatest archer of them all, it is your mission to hunt her down and destroy her. To do this you must first make your way through the Forbidden Forest and then beyond – to her lair. On your way, the demogorgon's grotesque pets will do their utmost to try and stop you (and get something fresh for their dinner into the bargain). So the game takes place in two locations. The first of these is the forest. The second is the underworld. You can only ven-



The grey bars sticking out of each side of the screen indicate the elevation of your bow. Reading them takes practice

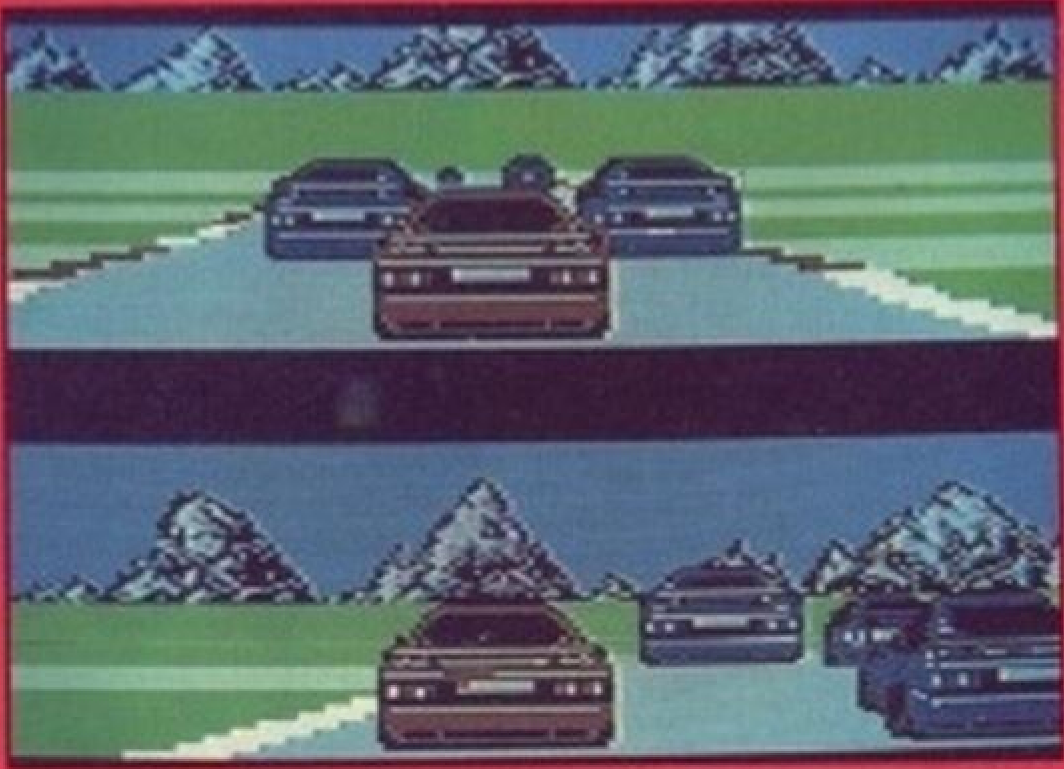
DEMO

LOTUS ESPRIT TURBO CHALLENGE

GREMLIN

Sit back and enjoy this stonking demo from Gremlin's latest licensed racing game.

The final version is almost ready as we write this, but the lads at Gremlin have given us a special taster of the split-screen action to come and we, of course, have passed it on to you. Look forward to a full review next issue.

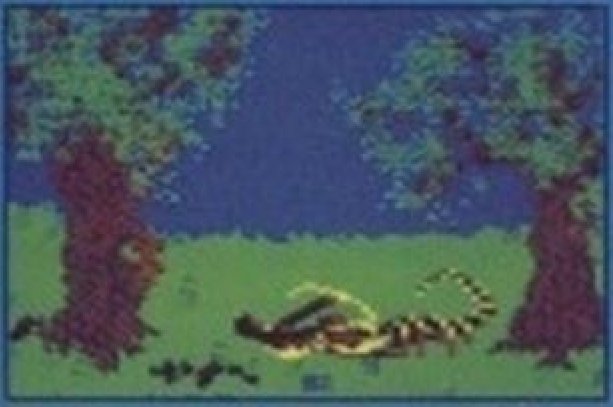


The final version of *Lotus Esprit Turbo Challenge* will have a split screen like this, so two players will be able to compete simultaneously ture into the underworld once you have defeated all the monsters in the forest.

As bow and arrow are your only means of defence it's time to explain how they work. Move the joystick up, down, left and right to move your character into and out of the forest or left and right on the screen. Press the fire button until the bow is at the correct elevation (markers in the screnn border indicate the bow's elevation). Hold both the fire button down and move the joystick to aim at a creature. Let go of the fire button to shoot. Beware: it is possible for a careless archer to shoot himself.

The function keys are also used in the game. F1 gives you a count of your remaining arrows and pauses the game. F7 continues the game from the message "The game is lost" and the resurrection scenes (you're allowed a number of resurrections during the game).

For every creature you kill, you will be rewarded with golden arrows. You receive one golden arrow for each creature killed in the forest. When you move to the underworld, you will be rewarded with double the golden arrows you collected in the forest. However, every time you're resurrected, you lose half your remaining arrows. You lose a golden arrow for each shot fired in the underworld. You lose two arrows for being knocked out by a bat and you lose two golden arrows if the demogorgon kills you. If you lose all your golden arrows, you turn to stone and must start a new game. You save all your golden arrows for fighting the monsters in the second part of the game, in the underworld.



You can meet your maker in a variety of grisly ways. Here, it's the giant scorpion who spills your innards

HOW TO AVOID BECOMING MONSTER LUNCH

THE GIANT SCORPION You'll have to get five successful hits on the scorpion before it dies. Unfortunately, if you remain planted to the spot and try to fire five quick shots at it, you'll be scorpion snack. The scorpion is a fast beast (it's got lots of legs) but it isn't very good at turning corners (a bit like Andy really). Put some distance between you and it and then fire. Whether you score a hit or not, the scorpion will then charge after you. When it gets close (but please, not too close) turn and run to one side. You should then have an opportunity to shoot at it again. Repeat this process five times and the scorpion will disintegrate. You will then receive your first golden arrow.

THE WORM A giant worm burrows a network of tunnels beneath the forest floor, occasionally bursting through the undergrowth to catch dinner in its enormous mouth. Again, it should take five shots to kill this beast but you have to be fast. It bursts through the ground quickly and then disappears. If you take too long to get all five shots on target, it will eventually find you and eat you.

THE DRAGONFLY This looks like a mosquito that's been eating too many shredded wheat. It moves fast and if it catches you in its legs, you're a gonner. It's very agile and can easily dodge shots. However, it only takes one shot on target to destroy the monster in a puff of smoke.

THE CHIMERA This terrifying mythological beast is the most deadly creature you will encounter in the forest. You will have to hit it many times to kill it and yet it is faster than the scorpion and more agile than the dragonfly. Expect to see the game over message the first time you fight it. Good luck.

THEY KEEP COMING

Don't make the mistake of thinking there is only one of each creature for there are many more. In fact, the further you venture into the forest, the tougher the beasts you face, even if you've fought and killed one of them before. Only the most bloodthirsty creatures live beyond the edge of the forest and you face at least four waves of monsters.

THE UNDERWORLD

Eventually, you will be transported to the underworld by the demogorgon, presumably because she doesn't like what you've been up to with her pets. When the second part of the game loads, you find yourself in an enormous cavern and it is through this you must must travel to reach your final destination. The underworld is populated by more creatures controlled by the demogorgon and you will have to defeat these too.

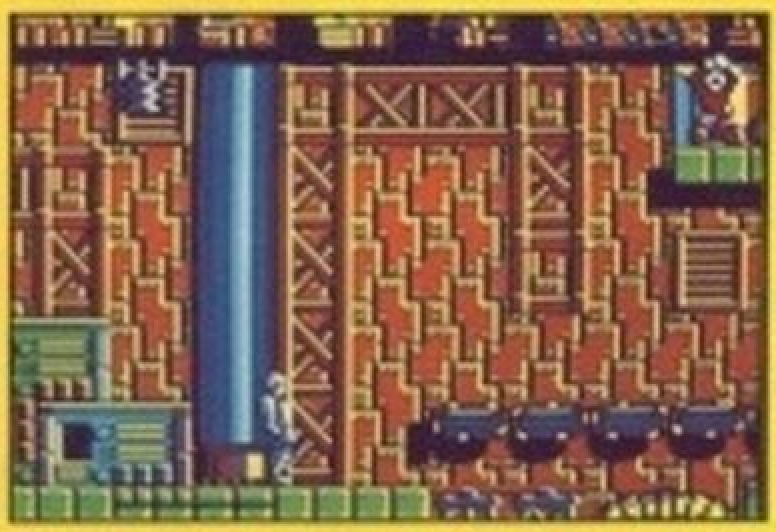
ROBOCOP 2 DEMO

OCEAN

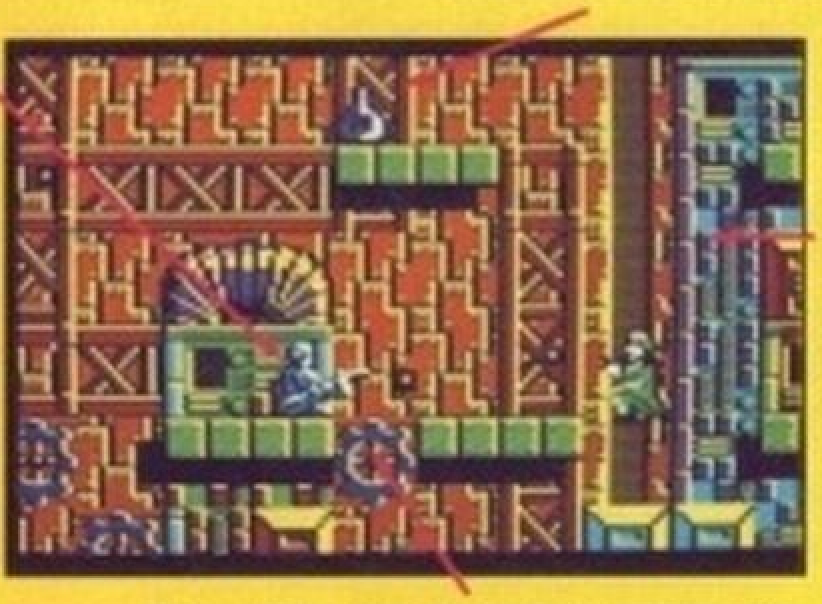
Yep, slam that joystick into port 2 again

Work your way through the drug baron's factory, collecting phials of Nuke as you go. Shoot the bad guys but keep an eye out for the hostages – shooting them won't do anything for the police force public image. Use elevators and platforms to get to the other side of the factory but watch out for the pile drivers and machinery, both of which are powerful enough to turn you into Robopulp. That's all there is to it!

By the way, remember to wind past the second part of *Beyond the Forbidden Forest* when you want to load this wonderful demo.



The enormous blue pillar on the left is a pile-driver of the Robo-squashing variety. In this case, it's just missed. A hostage (top right) says a prayer of thanks



Robcop in cyber-duck mode

Nuke: this is what it's all about

The factory is fitted with a number of elevator strips like these. As this shot shows, most of them are guarded by baddies

In this scenario you've got plenty of ammunition but you have to remember not to use it on hostages. Trigger happy Robocops lose points

These rotating cogs are deadly to anybody wearing blue fibreglass (that's you). Land on them and you'll be hurled out of the screen

THE BATS The first cavern to which you're transported is infested with bats who will attack you several at a time. A single hit from a bat will not kill you but a few hits will. There is an opening in the back wall of the cavern to which you can run. Bats will not attack you while you are there. Watch them closely and you will see that one of the bats is golden coloured. If you hit the golden bat (one shot will kill it), all the others will vanish. You don't get golden arrows for killing bats. However, you lose two arrows if they kill you and you have to be resurrected.

THE HYDRA In another cavern, beyond the one in which you fought the bats (which is now a safe place), there lives a four-headed, fire breathing horror – the hydra. Each of the hydra's heads breathes fire and the beast can only be destroying once you've scored a direct hit on each of them (so there's no point in running behind the monster and attacking it from there). In fact, though the hydra is the toughest adversary you have yet faced, there is a small gap between each of its heads in which you will not be harmed by the flames (though they'll burst past you so closely you'll be able to feel your eyebrows singeing). When you have wounded all of the hydra's heads, the foul abomination will turn to stone.

You get smaller the further you venture into the screen. You can scroll the screen left or right no matter how far in you are

THE DEMOGORGON Nobody told you you'd need an extra pair of trousers on this quest but you'll wish you'd bought them with you when you meet this baby. The demogorgon rises out of an enormous pit looking like somebody just mixed up a load of monster limbs and stuck them together with their eyes shut: the head of a dragon, shoulders of an ape, reptilian arms and the torso of a giant preying mantis. Yuk! No wonder she's so miserable. She looks worse than Sean. The beast's heart is in its throat, which is about par for the course with a monster this gruesome. It's the heart you have to sink an arrow into in order to kill it. There are only two problems. First of all, something looking not a little unlike foliage acts as a kind of armour plate around the heart, so you'd better be a good shot. The other problem is that the demogorgon's eyes launch bolts of plasma (probably a habit she picked up by looking in the mirror) and these beams fry people like you.

Your best chance is to draw her fire to one side (having already made a guess at the elevation you're going to need for your shot) and then run diagonally across, in front of her, to the other side. Fire just as her head turns towards you again. With one direct hit, the demogorgon will explode and the world will be rid of a major eyesore. You will find yourself back on the surface of the world, a hero.

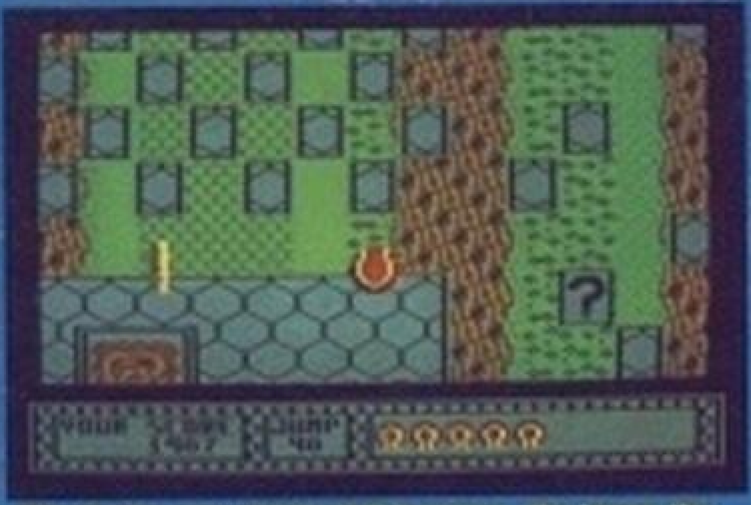
BOUNDER

FULL GAME

GREMLIN

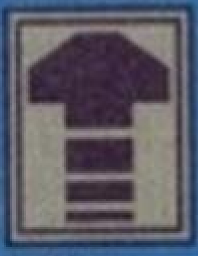
Whack your shaft into port 2

CTRL – Pause



The higher your tennis ball bounces, the larger the sprite on the screen. Keeping half an eye out for this helps you judge whether you've got the bounce to get over a gap

One of the best games to come from Gremlin has finally bounced your way via us. What you have to do is control Bounder (he's the little tennis ball shaped dude) on his bouncy journey through life. Life, for Bounder, is a long and lonely road marked out with hexagons. But just as you'd expect, the road is full of pitfalls and other hazards. So if you'd like bounder to have a long and happy life, remember this: IF IT ISN'T GREY THEN AVOID IT!



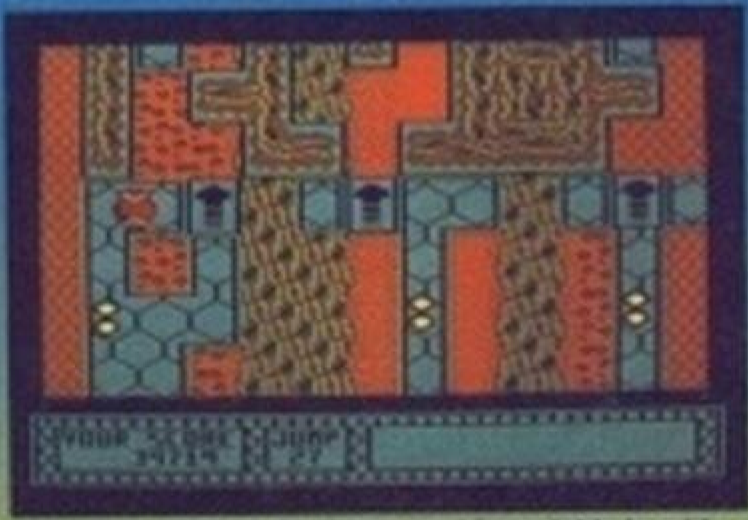
Land on those arrow squares for twice the bounce

There's only one exception to this rule. You can bounce on grass. But guess what? You don't come across any grass until level seven. If you miss the slabs, you fall to your death. Keep your eyes open for walls and mountains because these are impassable, you have to go around them. If you collide with them, you lose a life.

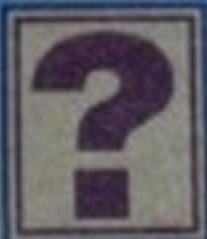
Slabs with arrows on give you twice the amount of time in the air when you jump. They give you time to make longer jumps and, if you're feeling suicidal, a few fancy aerobatics. Whippeee! BOING!

ALIENS

Bounder isn't alone in his world. Nah, he's got aliens to keep him company. Some are friendly – some are otherwise. The bad guys include Binoculoids Stickits, Moscita Birds, Chomper Domes, Pierries, Coins and Exocets. Yuk, don't go near 'em. You can get friendly with Bonus Bags, Copyright Cans, Teleports, Moving Platforms and Jump Bonuses. They're all really worth visiting if you want Bounder to get on in life.



This shot catches the fearsome binoculoids in mid spin, yellow lenses facing up. To avoid them as they spin back and forth, timing is crucial



QUESTION MARKS

Slabs with question marks give you mystery bonuses; some good, some fair but most of them bad. Planning and mapping will help (use the pause key to help you map the screens). By the way, there's a rather useful bonus stage after the end of each level. Bounce on as many question marks as possible – clearing all of them will earn you a bonus. Each jump unused adds to your bonus score.

Christmas is ruined cos me tape won't load!

That's what you'll be thinking if this cover tape doesn't do the biz when you slam it into your cassette deck – but it isn't true. What happens when we print these tapes is that a few bad'uns get through but we keep a few good'uns to one side just to deal with this problem. So, if your tape gives you grief, send the rebellious recording and an SAE to: CF Tape 4 (Bounder) Returns, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD and we'll send a replacement as fast as we possibly can!

Gazza II
RAZE 91%
EMPIRE

Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.

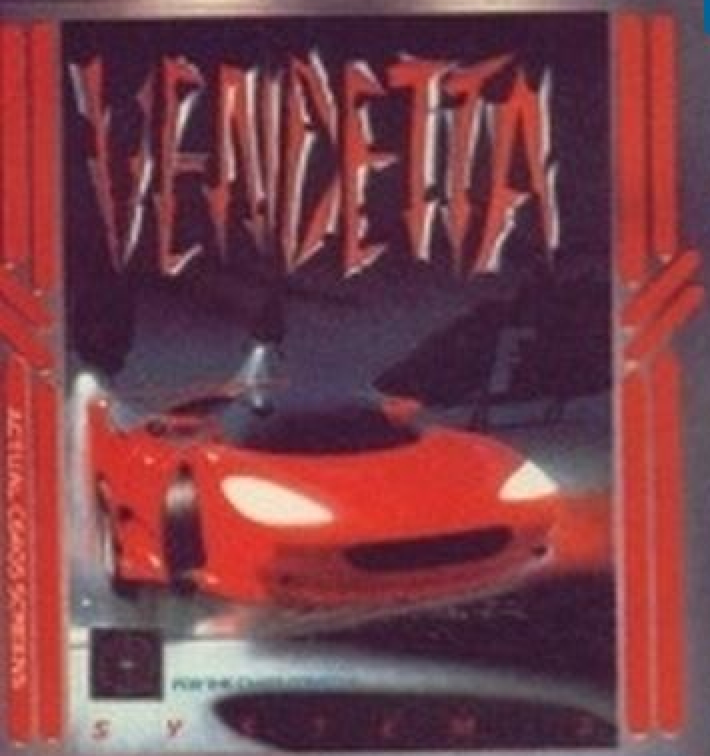
- Featuring the 40 Top Teams in Europe!
- Play Sunday League up to International!
- Pick your Team from the squad!
- Decide your Formation!
- Each Player with unique Characteristics!
- Man to Man marking!
- Corners, Free-Kicks, Tackling, Penalties, Throw-ins & Goal Kicks!
- Swerve, Chip, Drive & Cross!
- Multi-directional scrolling!
- Injuries and Bookings!
- Variable Pitch Surfaces!
- Variable Wind Speeds!
- Full management section for up to 16 players!
- Versatile tactics editor adds a whole new dimension: be the player, manager and coach!

Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format

Gazza II - the football game that will have you playing until the next World Cup!!

4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL:

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/



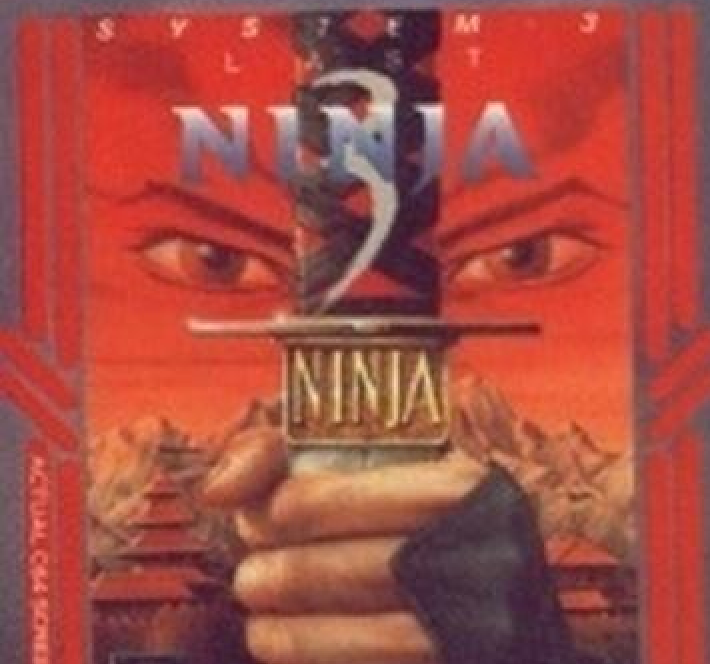
Intent on obtaining the secret formula your brother has devised for developing the ultimate weapon, a blood thirsty terrorist gang has kidnapped his daughter. The same terrorist syndicate you had dispersed in Saigon some years previously.

Your work now seemed incomplete ... you have to squash them once and for all.

THE PRESS SAY

'Quite simply an amazing product.'
ZZap

The graphics are absolutely perfect, and the sonics are superb, the bundle is backed with pure gloss that helps shine over any small inadequacies. VENDETTA is not just the best arcade adventure ever, it invents a new meaning for the term.
YOUR COMMODORE.



Dragged through the vortex of time and space, the Ninja is brought to Tibet ... To the Palace of Mysteries. The Shogun Kunitoki, the all-powerful master of the palace, has brought you, the last of the Ninjas, to the very heart of his corruption and evil.

Nothing has resisted the Shogun's onslaught against the World. Only you stand between the old World of Order and the new Realm of Chaos.

REAL HATRED IS TIMELESS

Exciting and demanding gameplay over 6 different levels.

Incredibly detailed '3D' background graphics

HOT GAMES
PLAY
THE CARTR
PLU
THE P

UPGRADE YOUR C64 TO S

4 explosive cartridges typical of System 3's remarkable reputation for producing outstanding original computer games.

Each contains 4 MEG of dynamic arcade action designed to make even the most

- Will work on any C64 or C64GS.
- Instant Loading.

AN AMAZING

SYSTEM 3 SO

FOR COOL
ERS
C 64 GS
PLUG IN
POWER

OF GAMEPLAY MEMORY

hardened games player very hot under the collar.

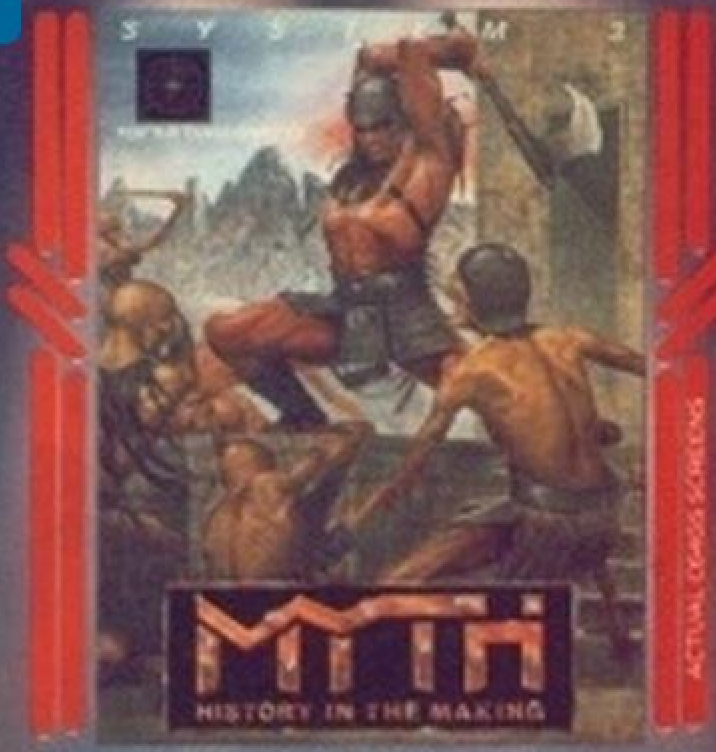
Take up the challenge and experience the ultimate fantasy world in your home with these highly recommended titles that threaten to melt your joystick.

- Greatly enhanced gameplay.
- These are the only games with an amazing 4 MEG of memory.

OF MEMORY

WARE LIMITED
[illegible]

S Y S T E M 3



You are taken far, far back in time to confront the evil God Dameron, who has taken control and is changing good Gods to bad. He is upsetting our past, our future and ultimately our destiny.

Myths are no longer a theory, myth is reality.

Myth is HISTORY IN THE MAKING...

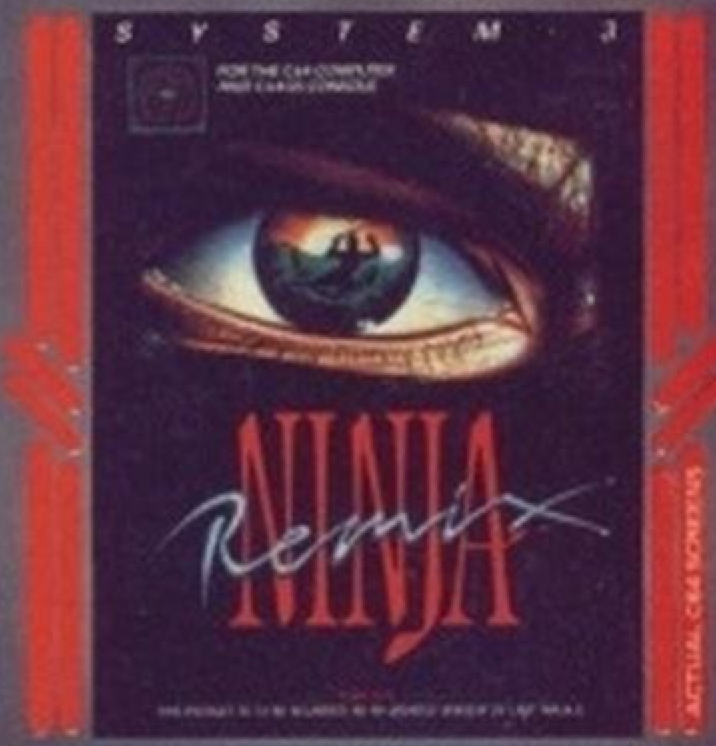
THE PRESS SAY

This almost looks like an Amiga game that someone has managed to get running on the C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for parting with your cash, it's also huge and there's lots of variety in there. I was impressed – you will be too.

ACE

I don't think it would be exaggerating when I say that MYTH is one of the best games on the C64. It has just about everything necessary to make it a classic.

COMMODORE USER


S Y S T E M 3
FOR THE C64 COMPUTER AND C64GS CONSOLE
NINJA
Remix
ACTUAL C64 SCREENS

NINJA REMIX is based on the successful Last Ninja II. REMIX retains all the features that made Ninja II an award winning product PLUS it has the following enhancements:

Remixed music on all seven levels.

Exciting 'film-like' animated introduction sequence.

Greatly enhanced player status area.

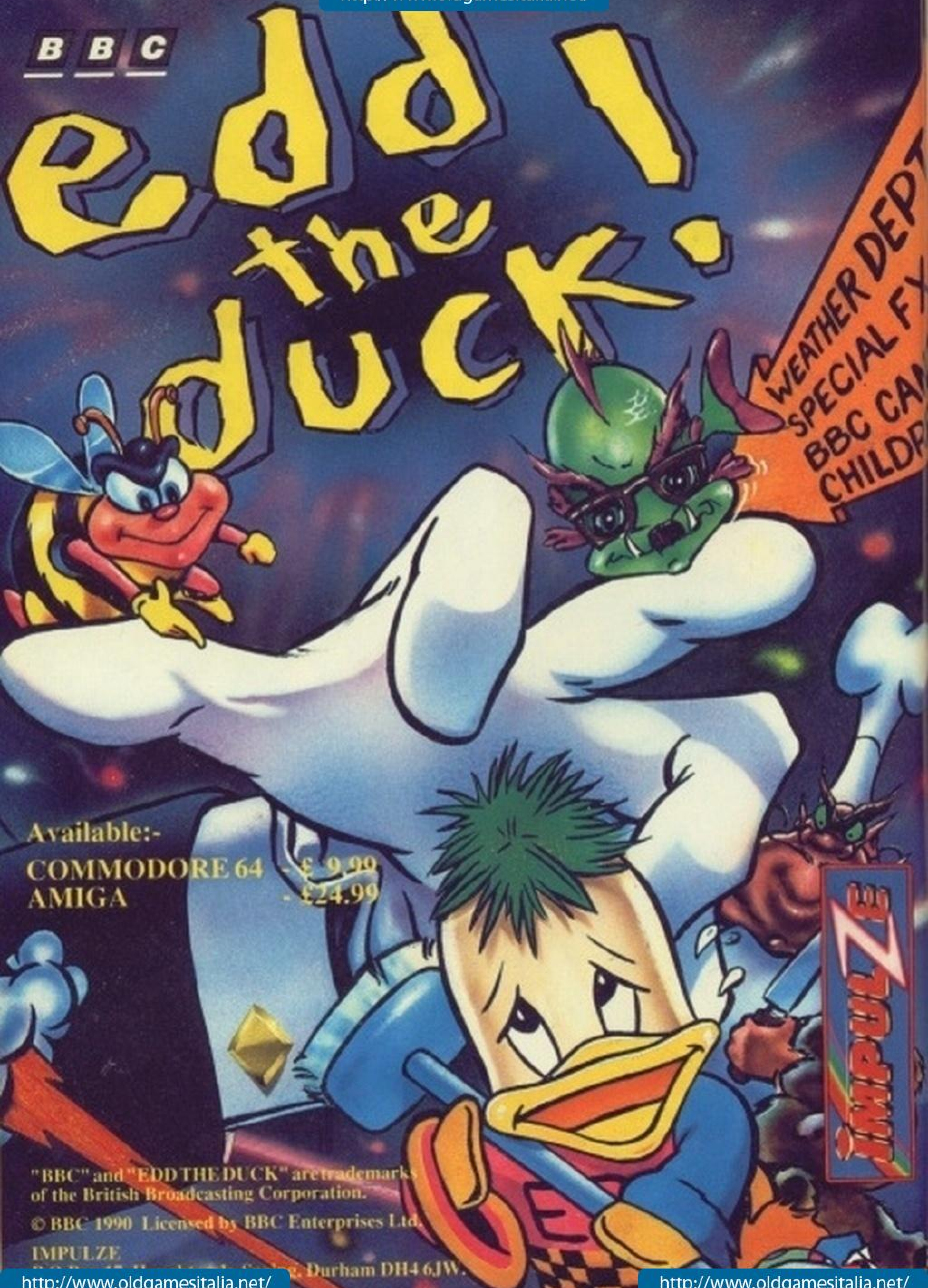
THE ULTIMATE NINJA

NINJA REMIX is a true value-for-money product that provides:

Exciting arcade style combat action.

Thought provoking puzzles to solve.

Dramatic 'real-life' animation of both Ninja and opponents.


BBC
edd the duck!
WEATHER DEPT
SPECIAL FX
BBC CAM
CHILDR
IMPULZE

Available:-
COMMODORE 64 - £ 9.99
AMIGA - £24.99

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IMPULZE
[illegible], Durham DH4 6JW.

WOW!! CF's crazy new ratings system explained in full!! (colour)

WE'VE GOT THE POWER!

Film freaks keep an eye peeled for this!
MOVIE TIE-IN

Who reviews the games in COMMODORE FORMAT? What are all those strange little pictures for? And just what is a Corker? Confused? Read on and all will become clear...

We thought we'd keep up with *CF*'s movie tie-in theme by asking our reviewers what their favourite films are. Surprisingly, we even got some sensible answers...

Steve Jarratt

CF's esteemed (or should that just be steamed?) Editor is a real movie fan. Anything with special effects in and he just goes all wibbly at the legs. Fave raves are Aliens, The Abyss, Close Encounters (not the 12-inch re-mix, though), the Star Wars movies, the Indy movies, Bladerunner, Aliens again, and the one about Swedish Schoolgirls. Er... thanks SJ, that's enough films for now.

Sean Masterson

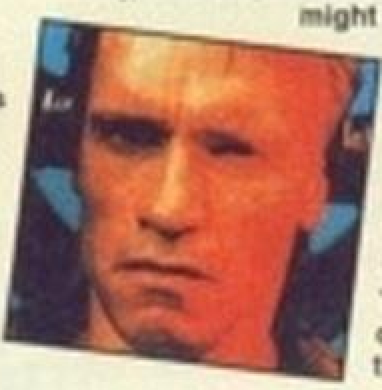
Sean's a real science fiction buffer as well. This is the man who saw Star Wars every week for a year while it was on at the pic-cies(!). Faves? "It has to be Honey I Shrunk the Kids. Er... and Aliens." Hmmm, these just happen to be the last two films he's seen. We don't call him Mister Goldfish Memory for nothing, you know...

Andy Dyer

CF's answer to Tom Cruise, staffer Dyer is about as weird as you can get: "Er... The name Of The Rose was brilliant," he says. "I like the Indiana Jones films, er... what else. Hello Dolly," he says giggling stupidly. Yes, fine. Now push off and do some work – and do it faster.

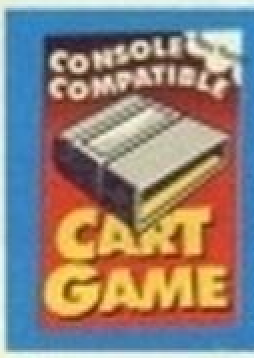
Gordon Houghton

Granite man doesn't watch movies, 'cos they're for puffs. However, if he did (and we're not saying he does, mind), if he did, his favourites just might be: "Alien, The Thing, Robocop, The Fly, The Name Of the Rose (oy, have you and Andy been swapping film titles?)... and I can't think of any more." Thanks Gordo. You can let go of my throat now.



Kati Hamza

Kati has a rather wide spread of film favourites, ranging from The Sound Of Music (singing nuns) to The Last Temptation of Christ (slightly dubious religious film), via The Big Blue (Rosanna Arquette underwater), and ending up with Star Wars. This either means that she has an incredibly varied range of intellectual interests and cinematic themes – or she just can't make up her mind. We favour the latter.

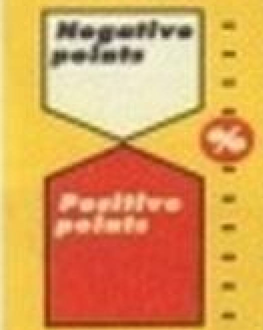


CONSOLE OWNERS!

Whenever you see this logo you can be sure the game is compatible with the C64 AND the C64GS console!

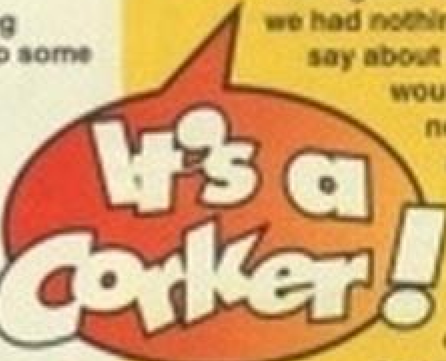
Commodore Format's review system is sublime in its simplicity: not for us half-baked ratings which no-one understands. Listen, it's really simple. Each review is mainly made up of a beautifully detailed explanation of the game. Reviewers express their opinions when writing this bit but they summarize the main points (good and bad) at the end.

CF RATINGS



When you get to the end of a review you see on of these (eyes left). This is a Powermeter and in it are all those summarized good and bad points about a game. Think of it as a well which is filled up by good points and emptied by bad ones. The better the game, the more good things a reviewer has to say, so up goes the red bit. Bad points push it down again. Where the two parts meet, we put the rating.

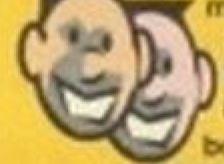
The highest rating would be 100% (if we had nothing bad whatsoever to say about a game) and the lowest would be 0% (if we had nothing good to say about a game). You can tell how good a game is at a glance.


It's a Corker!

If it's a really, really good game and it gets over 90% it's a corker! And if you don't go out and buy it, you're plain stoopid. Okay?

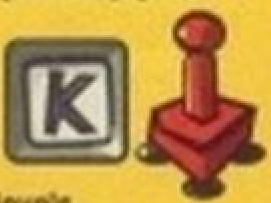
ICONS

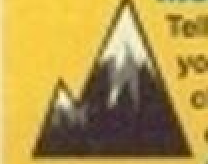
To make things nice and easy, we've knocked up some 'tell-at-a-glance' icon thingies so you can tell at a glance what standard features each game contains. They are:



FACE – Number of players: the more heads, the more players there can be.

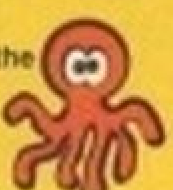
KEYBOARD/JOYSTICK – Control: keyboard, joystick or both.

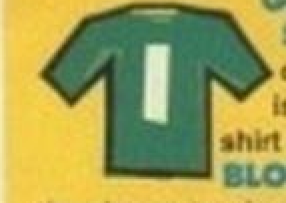




MOUNTAINS – Tell you that you can choose different difficulty levels.

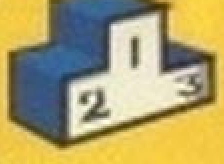
OCTOPUS – Multiload: if the octopus is here, the game's in bits.

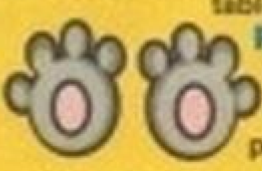




GOALIE'S SHIRT – Save option: if there is one, it gets the goalie's shirt (bit dubious, that one).

BLOCKS – This means you get the chance to gloat by putting your name in a high score table.





PAWS – Yep, there's a pause mode (groan).

The city is suffering from Nuke – a deadly drug being pushed by psychotic criminals. You'd think that with Robocop on the streets, that wouldn't be a problem. But the drug baron behind the illicit enterprise, Cain, undergoes a surprising career change. He joins the police force – as

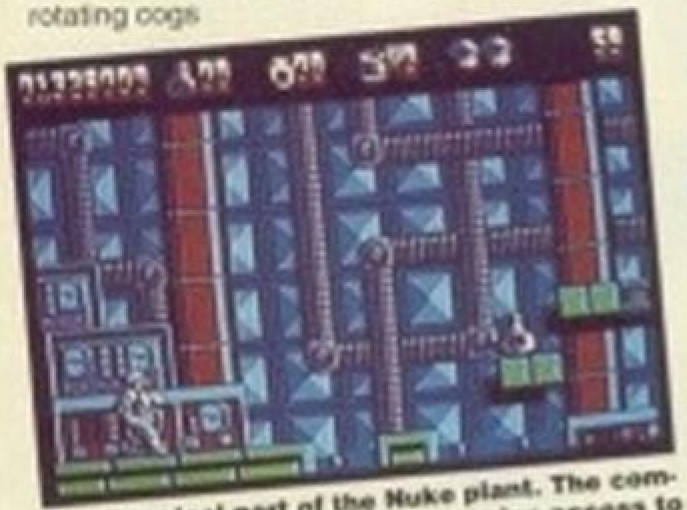
MOVIE
TIE-IN

CONSOLE COMPATIBLE
Ahem Yeah!
CART GAME

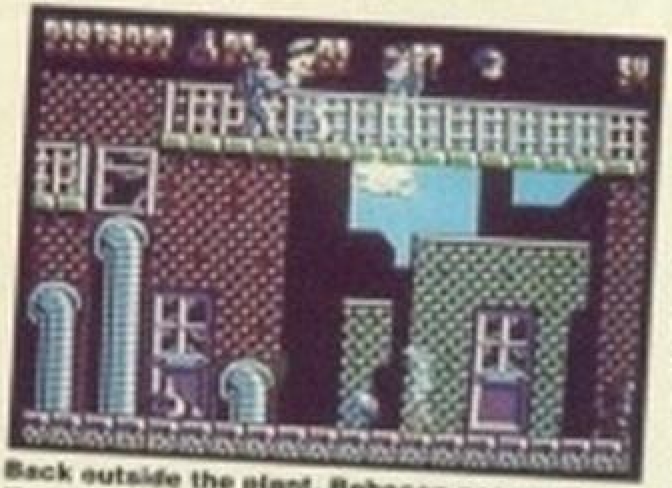
ROBO

Following on from the chart-busting original, *Robocop 2* places you once more in the tin wellies of Alex 'metal' Murphy. This time he's on the trail of a vicious Detroit drug ring which is pushing 'Nuke' to the kids of the city.

The game initially follows Murphy's efforts to track down the villains through different sections of their Nuke plant on the Rouge River, while destroying Nuke canisters and rescuing hostages. Robocop has to stomp across horizontally scrolling scenes, making his way across platforms and avoiding booby traps and hazardous machinery. Huge metal crushers plummet from the roof and threaten to flatten the stainless one, rolling oil drums have to be jumped over, death-bringing electric sparks leap between electrodes, rotating cogs trip up the unwary and conveyor belts carry our hero towards certain doom.



The chemical part of the Nuke plant. The computer behind Robo is where he gains access to the memory puzzle sub-game



Back outside the plant, Robocop goes up in the world as he continues villain blasting and drug busting

Robocop's jumping abilities have to be employed to avoid most of these hazards while his gun takes care of the more humanoid-shaped problems. As befits a three-ton copper,' Robo is slightly tricky to control with poor acceleration and some horrible inertia – it really *feels* like this guy has a weight problem!

There are collectibles to... er... collect, and these include weapon power-ups (autofire, three-way fire, scatterfire and heat-seekers), temporary invincibility, extra time and cans of baby food to replace Robo's lost energy. Everything you'd expect from a first class platform game is there. The trail continues in this vein through another factory complex, until Robocop meets the drug lord Cain in a single screen shoot out to the death.

After a head-to-head battle with Cain, Robocop must then advance to the Civic centre where Robocop 2 (controlled by the recently demised Cain) is being unveiled to the populace. Then it's on to the final showdown with the maniacal machine...

Ocean's efforts are cartoon like: visuals are bold, very brightly coloured (bordering on gaudy) and the characters all have a very cartoony feel.

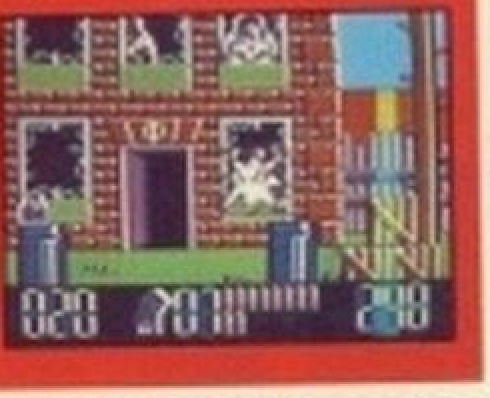
The game's console heritage (it was originally designed for the Nintendo System) shows through in the presentation and game-

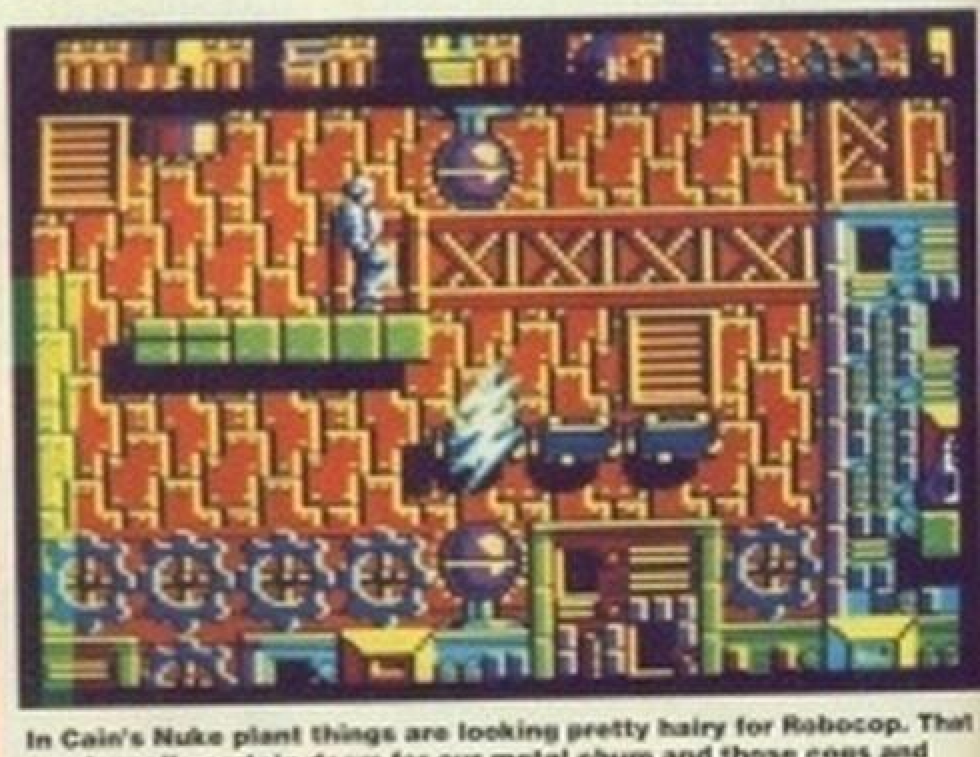
Conveyor belts carry our hero towards certain doom

Practice makes prefect. Er.... perfect

To complete each level you have to destroy more than 60% of the Nuke canisters. If you don't, rather than simply end the game, you get sent to the firing range for practice and to have your weapons recalibrated.

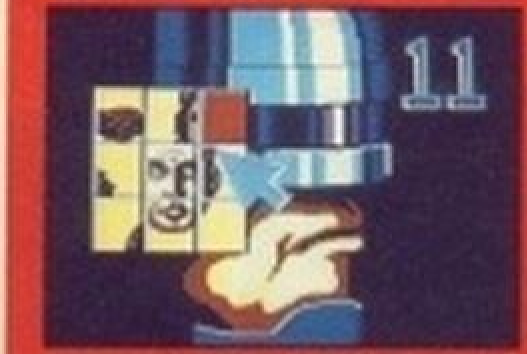
You have to blast the 'villain' cut-outs which appear from behind buildings and at openings, while leaving innocent bystanders in one piece. Extra time, extra ammo and bonus-point Nuke canisters can be shot but if you fail to reach the set number of targets before the timer hits zero, you have to attempt the firing range again. Fail a second time, and you return to the last level to try again.





In Cain's Nuke plant things are looking pretty hairy for Robocop. That spark spells certain doom for our metal chum and those cogs and conveyor belts are equally deadly

We can rebuild him



After Robocop has been captured, dismantled, rebuilt and reprogrammed, you have to correct his malfunctioning instincts. This is accomplished by accessing a computer terminal and completing a sliding tile puzzle sub-game where Murphy's jumbled portrait has to be reconstructed.

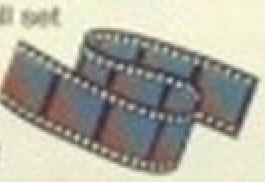
By moving the spinning arrow (nice effect) to the chosen tile and pressing the fire button, the tile moves into the adjacent, empty square. Repeat this in the right order and it's possible to rearrange the tiles so that the face is complete once more. You only have 30 seconds to do it in, and success is rewarded with bonus points.

COP 2

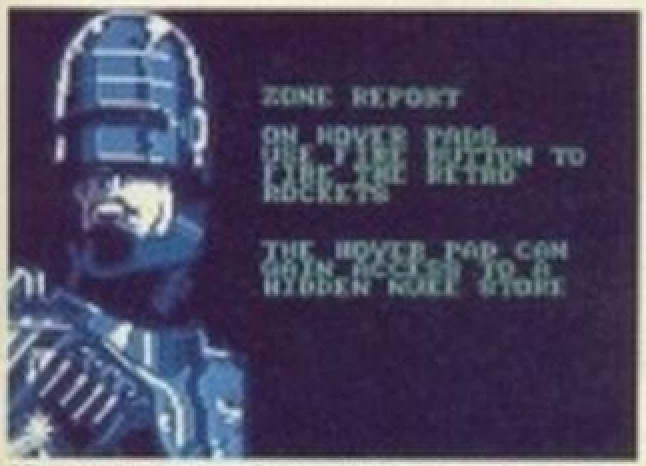
It's a Corker!

play. There are loads of secret levels which you'll just have to find by trial and error, and the game-play is tricky, entertaining and very addictive.

With 12 different levels, sub-games and shoot-outs (check out our panel pieces on these), *Robocop 2* looks all set to carry on the phenomenal success of the original!



STEVE

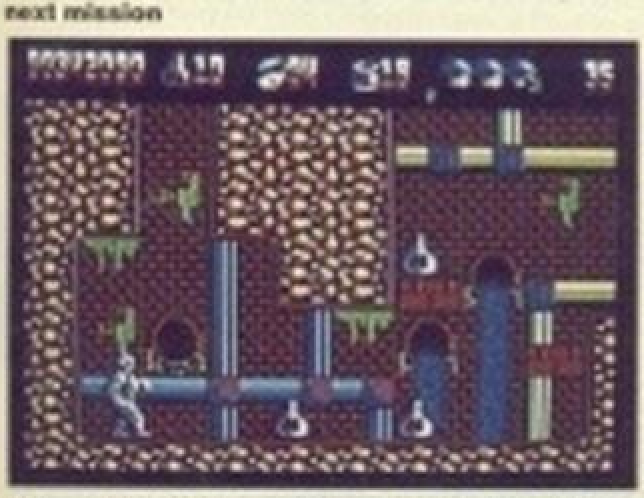


ZONE REPORT

ON HOVER PADS USE FIRE BUTTON TO FIRE THE RETRO ROCKETS

THE HOVER PAD CAN GAIN ACCESS TO A HIDDEN NUKE STORE

After each level an inter-mission screen such as this one provides the details of Robocop's next mission



Ah-ha. A hidden Nuke store. Cop all those Nuke canisters for a hefty points bonus (not to mention feeling pretty darned clever to boot)

Read this

If you're having difficulty loading the *Robocop 2* demo from the *CF4 PowerPack*, check out Inside Info. The tape demo has a sensitive loader and Inside Info tells you how to get sensitive loaders working when it seems they rather wouldn't.

Game	**Robocop 2**
Maker	**Ocean**
Cartridge	**£19.95**

POWER RATING

THE DOWNERS...

- Gaudy graphics lack atmosphere

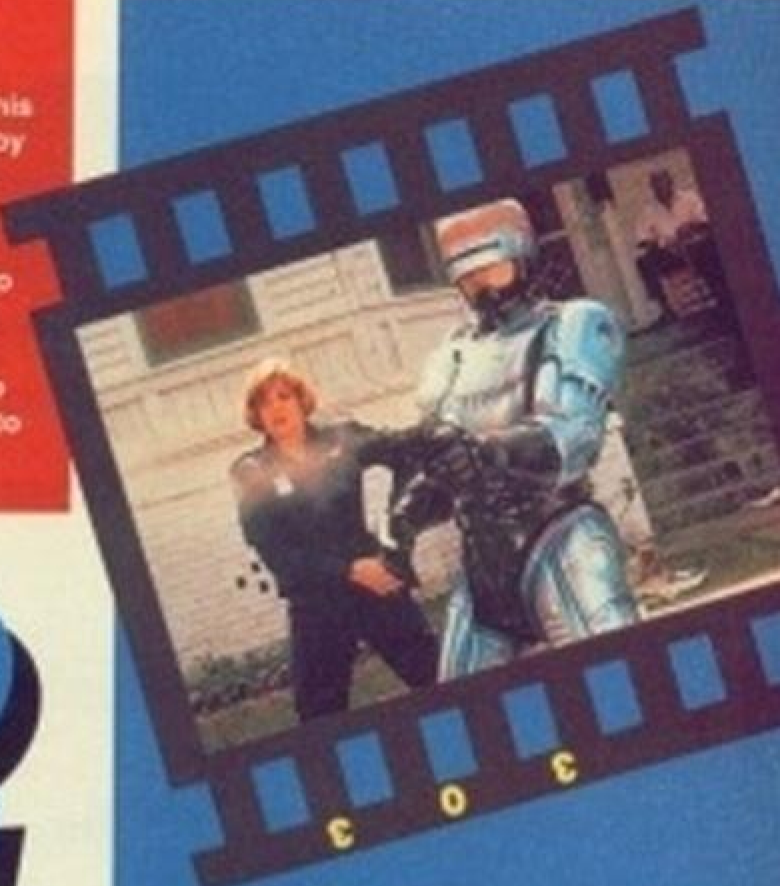
100

90%

- Different arcade and puzzle sub-games break up the action and keep boredom at bay
- Hidden levels provide extra reasons to go exploring!
- Inertia-heavy control really adds to the feeling of playing the part of 'Robocop'
- 12 challenging levels to get to grips with
- Backdrops are heavily detailed and feature lots of nicely animated hazards
- Addictive mixture of tricky platform action and head-to-head shooting scenes
- Thumping series of soundtracks beef up the action

0

...AND THE UPPERS

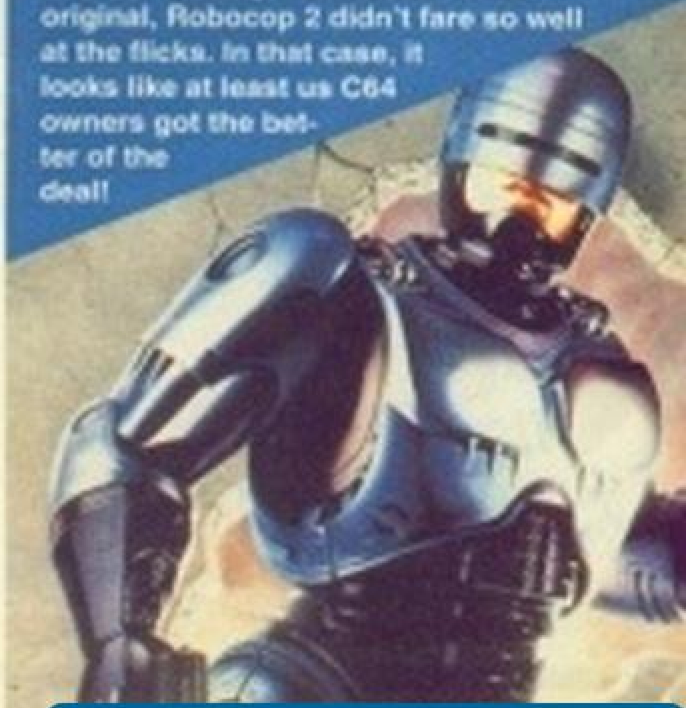


ROBOCOP 2 THE MOVIE

This tale follows Robocop on the trail of drug lord Cain and his cronies. The villains manufacture the evil narcotic 'Nuke' and push it to the youngsters of Detroit. After a disastrous Nuke raid, Robocop is captured and dismantled. OCP doctor Juliette Faxx wants to bring in her own, nastier version of Robo. She reprograms Robocop with irrelevant directives so that he becomes useless.

Robocop plugs himself into the police mainframe and restore his emotions and mind back to the way it was. He busts Cain and puts him in hospital. Faxx pulls the plug on Cain and slams his grey matter in Robocop 2 – a monster so mean that Ed-209 would dribble oil at the merest sight of him.

Unfortunately, Cain – or what's left of him – is still addicted to Nuke. One whiff of the stuff sends Robocop 2 on the rampage. Cue final conflict – a big punch up and a swift de-braining. Excessively violent and lacking the humour of the original, Robocop 2 didn't fare so well at the flicks. In that case, it looks like at least us C64 owners got the better of the deal!



DIPLOMA

Diplomacy is the art of saying, 'Nice doggie,' until you can find a rock to club with it. It's an attitude you need to bear in mind - when tackling this game of international relations, conquest and silly hats. A true diplomat is the only person who can park on double yellow lines without getting a ticket, who can be disarming even when his country isn't, and who can hold a knife in one hand and shake hands with the other.

So, now we've got the terms clear, what's the game all about? Well, it's set before the First World War in a time when generals still considered chivalry and flash suits more important than guns and soldiers. The object of the game is to gain a bunch of territories as quickly as possible whist thwarting your opponents' attempts to do so.

Set up options allow you to specify the number of players (between two and seven), any numbers of whom can be human or computer controlled. The best option for beginners is to opt for one human and six computer players, since if you have a two-player game of any sort, you're forced to control more than one country – and that can get confusing.

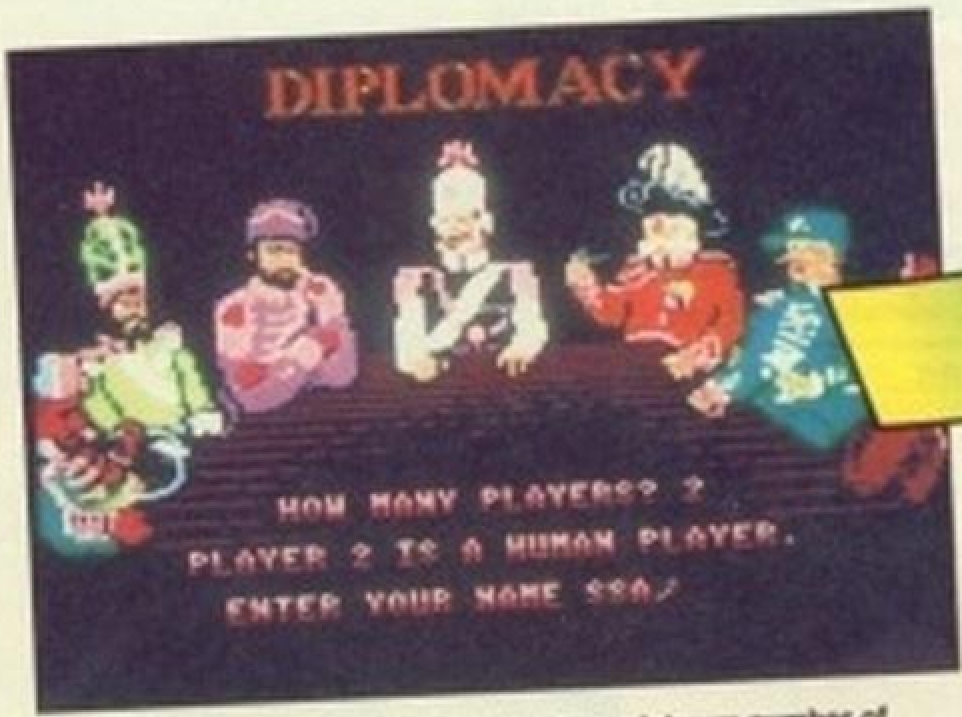
The action is played in two phases: diplomacy, and the issuing of orders. The diplomacy phase basically involves either being nice or nasty to an opponent. If you're conciliatory, he's more likely to agree to any request for assistance; if you're hostile, he's likely to snub you at social functions and pour beer down your shirt. Whatever you do, it's always worthwhile conducting talks with other countries, since they can provide valuable information about imminent attacks or give military support. You can also issue treaties to your opponents which allow you to do anything from forming a military alliance to declaring war.

It can be hassle trying to remember just where Serbia, Smyrna and Silesia are

You get to invade other countries. If the territory is unoccupied, your opponents ignore you. If the territory has an opponent's troops in it however, you have to slug it out. This is where your diplomatic relations are vital: if you have arranged for an ally to support invasion, it's free gherkins and happy songs all round. If you didn't, you get your wrists slapped and run away blubbing.

Apart from winning the game, gaining territory is important for the control of supply centres: these allow you to generate more troops, either in the form of armies or fleets. The more supply centres you control, the greater the number of troop units you can generate. The aims vary according to the

This is screen contains several maps. Clicking over the quill in the top left calls up a menu from which different kinds of maps can be selected. Moving the helmet over a region and pressing fire then provides the info



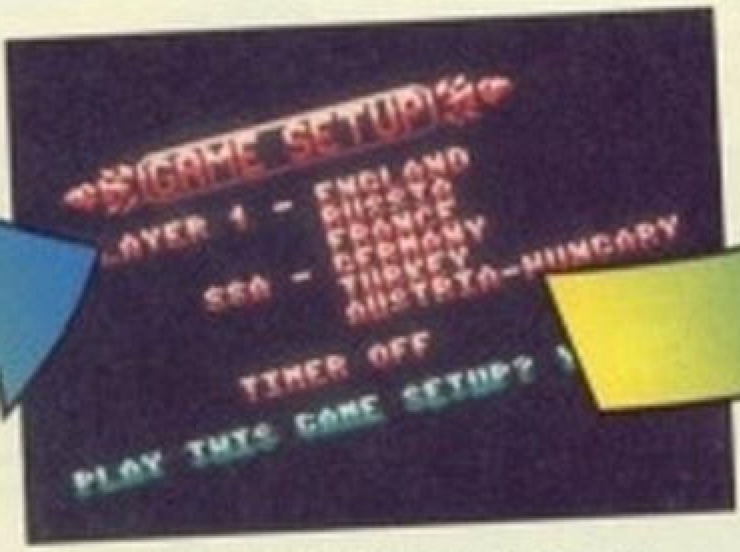
DIPLOMACY

HOW MANY PLAYERS? 2

PLAYER 2 IS A HUMAN PLAYER.

ENTER YOUR NAME SSA/

Start here at the Table of Silly Hats. The minimum number of players you can have is two (one of which can be the computer). Alternatively, up to eight players can take part, seven of whom can be computer controlled



GAME SETUP

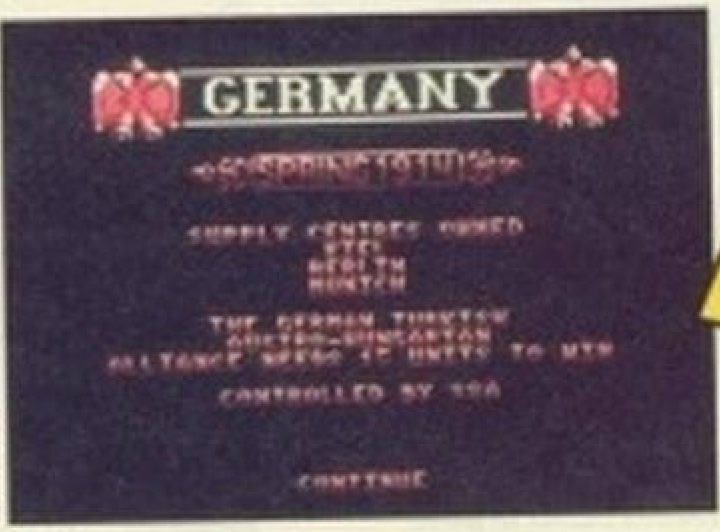
LAYER 1 - ENGLAND
RUSSIA
FRANCE
SSA - GERMANY
TURKEY
AUSTRIA-HUNGARY

TIMER OFF

PLAY THIS GAME SETUP?

Because we've selected a two-player game, each player controls more than one country. Unless you're an experienced diplomat, however, it's better to have more players. Controlling the fate of half a dozen states can be confusing

Diplomacy is the art of saying, "Nice Doggie," until you can find a rock to club it with



GERMANY

SUPPLY CENTRES OWNED

CONTROLLED BY SSA

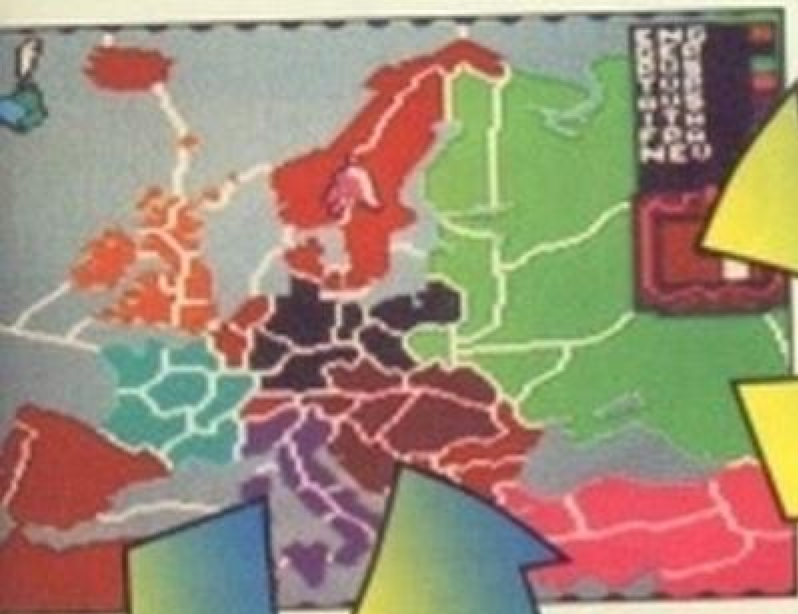
CONTINUE

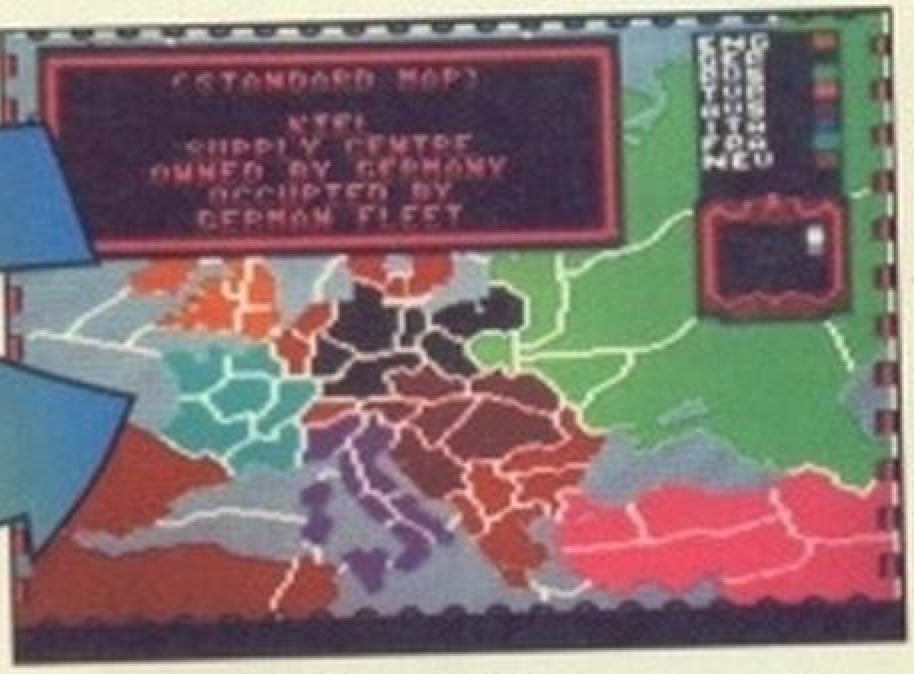
Ultimately, you win by controlling supply centres. It's early days for Germany but she's not doing badly. As she's allied to Austria-Hungary and Turkey, keeping Britain and France at bay should be easy. Getting to Moscow is going to be much harder...

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

CY

There's a little bit of a powermonger in everyone and this game proves it. Since it came out as a boardgame, millions of people have become addicted – some even play campaigns by post. Now Virgin Mastertronic have made a frontal assault on the micro market. The question is – who will get their asses kicked?





STANDARD MAP
KIEL
SUPPLY CENTRE
OWNED BY GERMANY
OCCUPIED BY
GERMAN FLEET

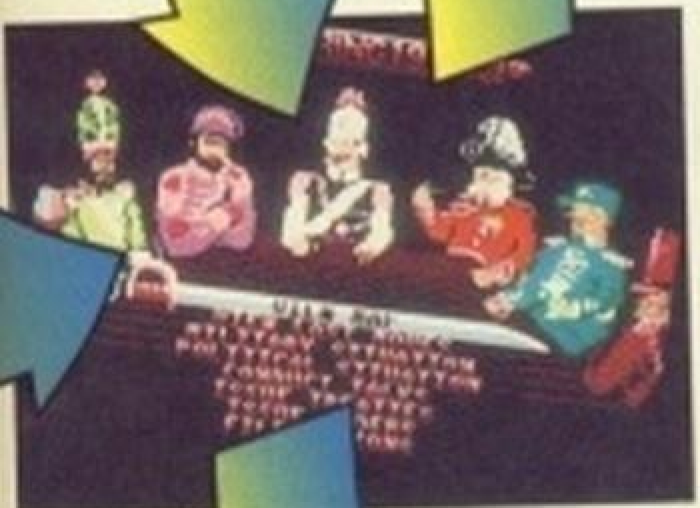
Having selected Kiel, in Germany, from the standard map, an information window opens up to reveal that the city is also a port, a supply centre (which makes it very valuable) and that it's owned and guarded by Germany. We'll soon change that

game you play, but basically if you manage to occupy about a dozen supply centres, you win and the whole of Europe is obliged to wear silly hats like yours.

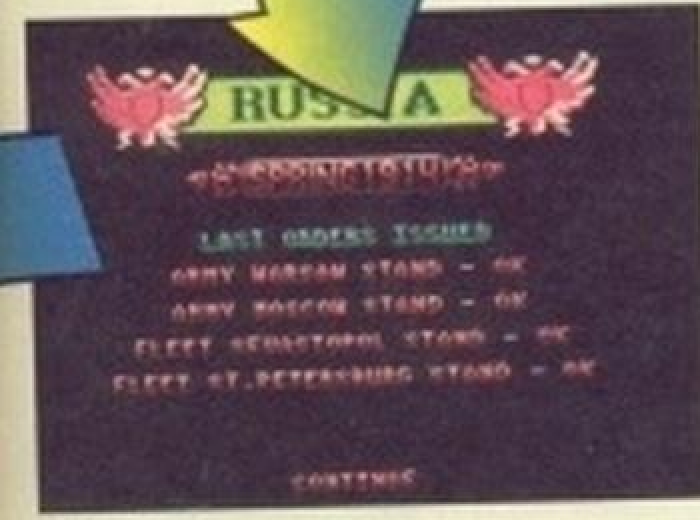
Diplomacy is a conversion of the board game and, like most of these games translated onto computer, it lacks true interaction. You have to keep switching between map display and text before committing yourself to decisions. This is the game's worst drawback: a map display in full view all of the time, with all the options all on screen at once would have captured the feel of the board game more successfully – it can be a hassle trying to remember just where Serbia, Smyrna and Silesia are. The original also contains an element of cheating on deals and treaties with opponents – a feature which this version sorely misses.

The action is otherwise compelling: there's a wide variety of parameters and complexity of opponents' actions over three difficulty levels. It's also a lot of fun to see if you can outwit your enemy. In the end though, the only advantage is that you can have any number of computer opponents – and, considering the drawbacks, that might not be good enough.

GORDON



Back to the Table of Silly Hats. From here, a player controls everything his country can do in a single turn. Functions are selected by moving the sword up and down the list of options and pressing the fire button



RUSSIA

LAST ORDERS ISSUED
ARMY WARSAW STAND - OK
ARMY MOSCOW STAND - OK
FLEET SEBASTOPOL STAND - OK
FLEET ST.PETERSBURG STAND - OK

CONTINUE

When players complete their diplomatic and military dealings for that turn, a summary screen can reveal how successful the last move was. Since Russia is being boring here, it's completely successful

Game	***Diplomacy***
Maker	***Virgin/Mastertronic***
Cassette	***£9.99***
Disk	***£12.99***

POWER RATING

THE DOWNERS...

- Confusing command routine
- No cheating allowed!
- Apart from the computer player option, there's nothing to recommend it over the boardgame

100

77%

0

- **Complex strategy varies with every game**
- **Three difficulty levels ensure that even hardened diplomats are challenged**
- **Any combination of human and computer players**
- **Control up to three countries at once**
- **Up to 46 games can be saved**
- **Quick to calculate orders**
- **The in-game action is totally joystick controlled**

...AND THE UPPERS

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MOVIE
TIE-IN

How does a software company go about getting a film licence? Why doesn't the cover of The Spy Who Loved Me look like anyone at all? And is it true that spending vast amounts of money on a film licence leaves about ten pence for creating a game?

HAVE YOU GOT
WHAT IT TAKES TO BE A
TOP GUN
£7.95
ocean
£8.95

NOW SHO
AT A

As far as anyone round here can remember, the very very first ever film tie-in for the 64 was *Blue Thunder*, based on the helicopter movie. Written by Richard Wilcox this is the game that launched software house Elite – but did little else. The first big name licence to capture the public's imagination was Activision's *Ghostbusters*, of 'Who you gonna call' fame – a series still going strong, of course.

This groundbreaker from as long ago as 1984 (blimey!) featured an appearance by The Marshmallow Man and was actually something of a corker. It put you down in a New York suffering from a bad attack of the ghoulies (oo-flippin'-er!), and your job was to trap slimers and up the old bank balance in the process. Stonking music and excellent speech synthesis made it a deserved success for Activision and programmer David Crane.

GHOSTBUSTERS
THE COMPUTER GAME
ACTIVISION

The licence that opened everybody's eyes – Activision's *Ghostbusters*

Another ancient film licence was *Give My Regards To Broad Street*, generally regarded as one of the duffest films ever. Released back in 1739 the film starred 'loveable moptop' Paul Mcartney long before having a stupid haircut was considered fashionable again (thanks very much you Charlatans).

In the 64 game the idea was to shoot around London looking for your friends, who each remember different bits of that wretched Macca song "No More Holy Tights" (*Er I think you'll find it was "No More Lonely Nights" –Ed*). Even worse was the terrible droning on in the background of "Bland On The Run" (*Er, I think you'll find that one was "Band On The Run" actually – Ed*), one of those songs that you just can't forget (it went sort of "Band on the run, ooh-oh, band on the run" and was nearly as bad as "No More Holy Tights").

Give My Regards To Broad Street, generally regarded as one of the duffest films of all time

It was actually a pretty good, solid, well playable game with a terrific map of London that could really come in handy if you found yourself without one but just happened to be carrying your 64 and were near a power socket no-one minded you using.

BATMAN
ocean

Holy Hype Machine! The film's publicity can't do the game any harm, can it Batman? No, Robin

Probably the best bit about it was when you're waiting for a friend outside the tube station. If you didn't get things sorted out quick enough a traffic warden (boo! hiss!) came along and clamped your car.

Then there was CRL's *Rocky Horror Picture Show*, a 64 game based on the musical mickey-taking horror film of the

How to get a film licence

STEP 1 – contact a company such as Patrick Sinfield, Movie Media Marketing or Copyright Promotions Ltd or employ someone, like Mirrorsoft do, to 'acquire' (that's American for 'buy') licences for you

STEP 2 – For a really good *Batman* type licence, have around £200,000 available. Remember this buys you rights to use what's in the script and the film poster and associated images – nothing else

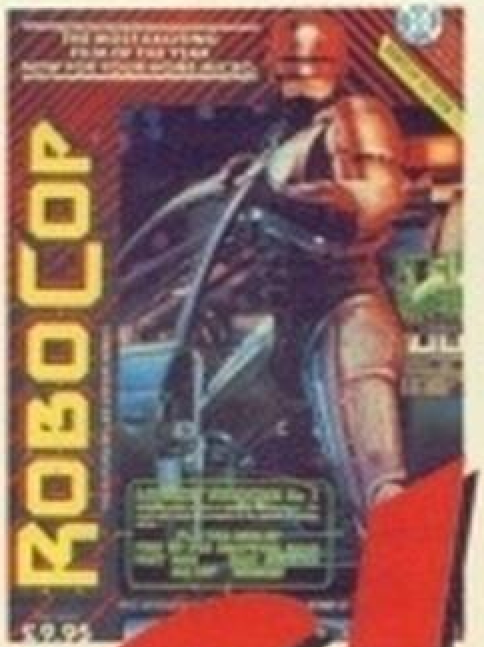
STEP 3 – Keep another large amount of cash to one side so you can get the music rights

STEP 4 – Ask politely if you can use the actual 'likeness' of the film's main character(s). Keep some money spare for this, too

STEP 5 – Make sure you get continued access to the script as it develops and preferably that you get some access to the filming itself

***Top Gun* came close to n[illegible] already late. Ocean don't [illegible] when they do, it really works, as *Robocop* proved**

SCHWARZENEGGER
TOTAL
RECALL
ocean



WING!
64 NEAR YOU

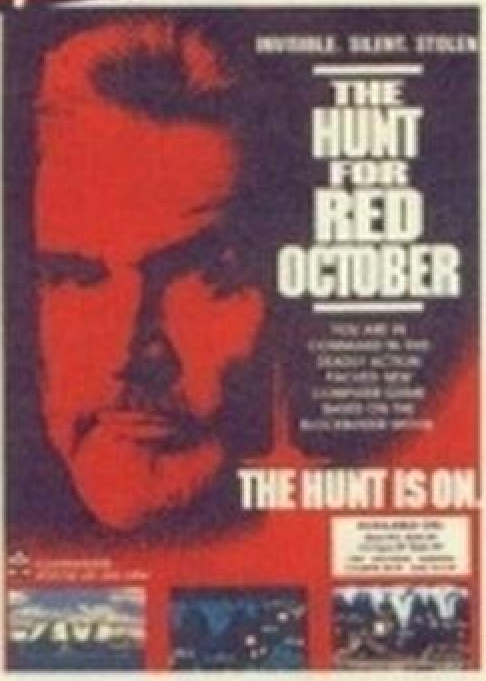
play of the book of the idea someone had in the bath. Unfortunately for all concerned the game should have stayed in the bath, for to be frank it was a desperately poor game whose shortcomings were only partially covered over with some slick packaging.

BAD PUBLICITY

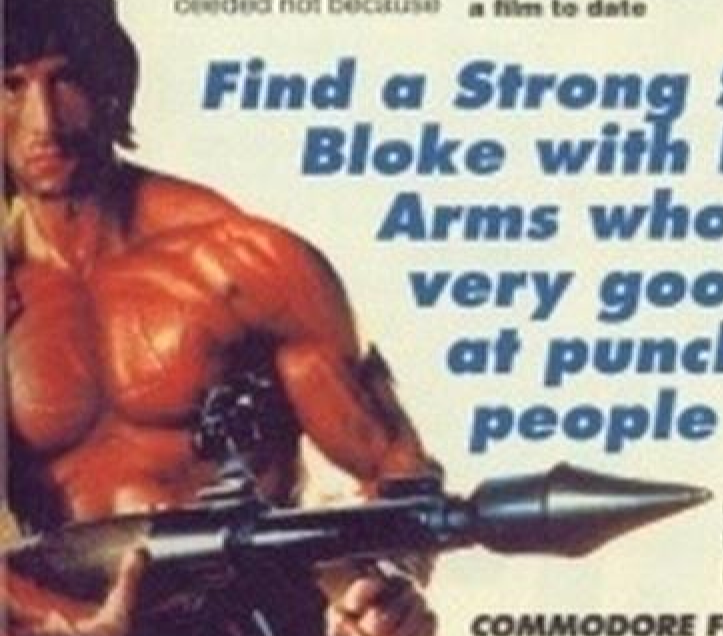
One early effort which made a good deal of money, but for all the wrong reasons, was *The Evil Dead*, written by Palace's Richard Leinfellner. It succeeded not because it was a good game, but because it cashed in on the controversy angle – you know the kind of thing, some wrinkly decides it's not the kind of thing they'd like "Young People" playing, says so and gets quoted. "Young People" think, "Crikey! I'm having some of that!" rush out and buy the game. Stupid behaviour from everybody concerned.

Still, it's good to know that the controversy angle doesn't always pay off. You might have thought that a game based on the dice-and-a-slice epic that was *Friday the 13th* would lead to Evil Dead-scale disapproval and consequent commercial success. Not a bit of it. DoMark's effort one of the worst games ever to get released. Dominic Wheatley, the Do- half of DoMark, recalls his horror as he realised that the game – only the company's second or third release – was a dog of St Bernard proportions.

"We went to see how the thing was coming along, and we screamed, 'Oh my God!'" It wasn't what the Doms were hoping to see. "And when you get back you're saying 'Oh no, oh no!' and you've got all this money invested and the bank on the phone. What do you do? You launch the bloody thing, don't you?"



Grandslam's brand new *Hunt For Red October* is probably the most accurate computer conversion of a film to date



Find a Strong Silent Bloke with Lumpy Arms who's very good at punching people

love 'em or loath 'em?

ANDREW HUGHES (16) from Glasgow played *Batman*, *Robocop*, *Aliens* and *Back to the Future*. He says, "They're basically crap games with a big name stuck on them."

DAVID BRIGHT (14) from West Sussex's experience of licences includes *Batman* and *Short Circuit*. "When the designers tried to copy the film, the gameplay turned to shit."

SCOTT LEACH (16) of Hull thought *Batman* and *Robocop* and were good, despite *Batman* being a bit easy. "Most licences are quickly turned out crappy games there to make software houses quick, easy money on the strength of the film. Most of the advertising for the game has already been done with the film."

STEPHEN BURKE (13) from Bexley, Kent argues that when you see a film, "It makes you want to be there and with a C64 game you can be."

The games collection of **MICHAEL JONES (25)** from Birmingham includes several licences. Says he, "A lot of people like to imitate their idols and heroes. With C64 games they can actually become these characters... These games are usually brought out by big name software houses and therefore you know you will get good value for money."

WHAT DO YOU THINK?

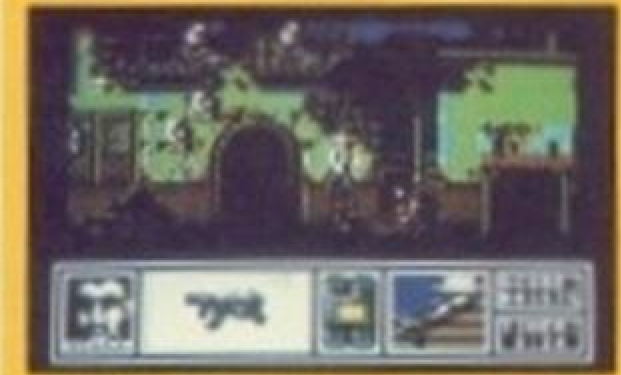
Does it mean that because a game comes from a big name software house that you will get value for money? Do licenced games sell even though they're crap? What films would you like to see as games? And if you're under voting age is there any point in buying something like *Robocop II*, when both of those are 18 certificate films? Write to The Game of the Film, *Commodore Format*, Future Publishing, 30 Monmouth St., Bath BA1 2BW. We're offering a copy of Ocean's *Hollywood Compilation* for the best letter on the subject.

From silver screen to silicon

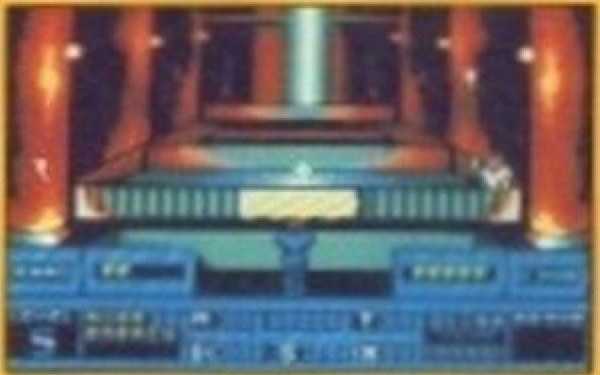
***Navy SEALs*. The characters in the film are all agile supermen**

Dr Jack Ryan of the CIA stalks his KGB adversary in the film *Hunt For Red October*

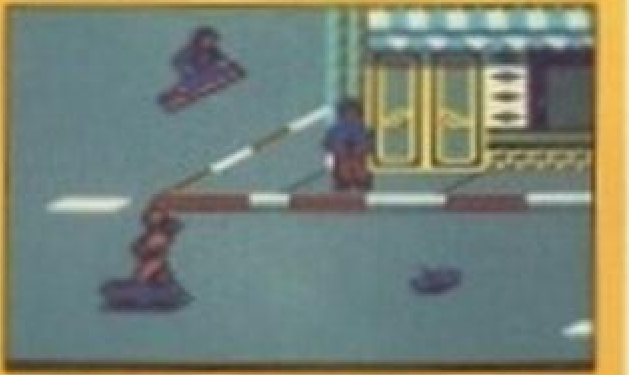
Dr Emmet Brown and the famous DeLorean in *Back to the Future II*



Much of the game's action comes from their acrobatics rather than the plot



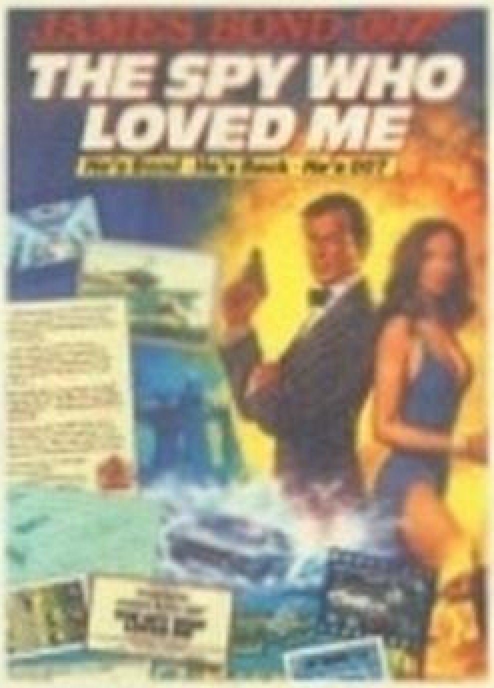
And in the game of the same, the reactor room scene hardly changes



But it was Michael Fox's skateboarding antics which made it to the game

Making the best of a bad job, Wheatley now looks back and thinks it's a good learning experience. "Every software publisher goes through that at least once. I don't think any publisher's any good unless they've been through that experience."

It does seem a bit much to expect us, the C64 game-buying public, to finance the learning experiences of software houses. But the truth is, of course, no software house ever sets out to make a crap game. It just sometimes turns out that way.



JAMES BOND 007
THE SPY WHO LOVED ME
He's Bond · He's Back · He's 007

You can pay through the nose for a licence like *The Spy Who Loved Me* but that doesn't mean you can use the likenesses of the film stars – that costs even more

MACHO AND SON OF MACHO

It soon dawned on the people shelling out the cash that the most obvious target for a licence is to find a Strong Silent Bloke with Lumpy Arms who's very good at Punching People in the Face.

The first venture in this category was Ocean's *Rambo*, a shoot-em-up which appeared around Christmas 1985. It wasn't earth-shattering and is probably best forgotten. Another Strong Silent Bloke (etc) was *Conan*, converted into a real platform stinker in mid-'85. If you were one of those few people who bought that one, it just shows what rotten taste you have!

More recently the tradition of Strong Silent Blokes has been maintained by *Robocop*, brought to the C64 by Ocean. One of the best-selling games of all time, it highlights a peculiar fact about film licences. Based on an 18 certificate film, which in theory at least many C64 owners are too young to have seen, it still sold enough to keep it at the top of the charts longer than any other game.

Another recent success was, of course, *Batman*. No-one who lived through the summer of 1989 (and that means you, dear reader) is likely to forget the hype that surrounded the film, which starred Michael Keaton, Kim Basinger and an incredible over the top performance from Jack Nicholson as The Joker.

The game followed the time-honoured tradition of selecting a number of scenes from the film – in this case, four – and building

A popstar on a motorbike disguised as a rabbit (or was it the other way round?)

THE MAN

Mirrorsoft, who have made *Back to the Future II* and aim to release *BTTF III* in 1991, are based in London. Yet all the really big films these days are made in the States. So they pay a man called Dick Lehrberg to do the job of "acquiring" (that's American for buying) film licences.

Dick's job is to look for coin-op, book and movie properties which would be appro-priate for conversion into 64 games. How does Dick do his job? Does he drive around Beverly Hills stopping people and saying, "Got any films you want to sell?"

"Not quite," he says. "You see, I get to read a lots of scripts, I get sent them whenever films are in development. It's fascinating to see scripts as films go on, because I get t see how they are changed as work on the film progresses. In fact it's very hard to predict how a film is going to look just from a script."

Given that you need to have been working on a game for seven or eight months if you intend to release it when the film comes out, how on earth can you make a game look like a film that hasn't been made yet?

"Once you have a contract with a studio, they are typically very, very open with you. They'll allow you to visit the set and supply you with pi tures, video footage and so on. Every studio I've dealt with for

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Despite the film being rated '18' the game rocketed to the top of the charts and stayed there for ages. The only question which remains is will *Robo II* do better?

games around each of them. Load One featured Batman after the Joker in the chemicals factory – a gift, since the scene from the film was just on its knees crying and begging: "Please, please make a platform game out of me." So they did.

Load Two was a car chase sequence. Section Three involved the Batwing, this time attempting to cut the ropes on the evil Joker's lethal laughing-gas balloons (not a bad way to go, now I come to think of it). And so onto the final show-down, which had the film lifting from an old Alfred Hitchcock flick (Vertigo – see it if you get the chance) and once again begging to be turned into a platform outing.

Ocean's investment in Robocop is probably the most spectacular success of them all

As a game, *Batman* was not unlike the film. Already the memory of that incredible hype for the film (which would make a good subject for a book in itself) is beginning to fade, leaving us not much more than an ill-fitting collection of scenes cobbled together as best as the hassled director could manage. And that's not a bad description of the game. The overriding concern becomes simply to make sure that the software house – in this case Ocean, though it applies to anyone attempting a film tie-in – gets some return for its massive investment.

BIG BUCKS

I mean, do you have any idea of what kind of money is involved? Just doing the adding up would be enough to give anyone a headache, when you consider that something in excess of a quarter of a million pounds (let me run that one by you again: £250,000. That's one heck of a lot of Raspberry Ripples) can be spent on major, first division licences like *Batman* or *Mutant Hero Thingie Watsits*. We are talking big bucks here.

US Gold's licence of Michael Jackson's *Moonwalker* emerged around Christmas 1989, to a deafening crescendo of critical "ho-hum"ness. Even though he is incredibly famous and popular, especially with younger fans, Jackson's shortcomings in the Punching People in the Face department, or even Being Strong, was always going to make it difficult to create a classic C64 game, though he does well at Being Silent.

Looking back, it was a very unpromising subject for a game. After all, take away young Michael's weird nose job and bizarre habit of hiccuping in the middle of songs – neither of which comes across well on the C64 (!) – and you're left with a big zilch on the personality front, a shortcoming for which a popstar on a motorbike disguised as a rabbit (or was it the other way round?) doesn't really compensate.

WITH £250,000 TO SPEND

Mirrorsoft, and that includes 20th Century Fox and Universal, has been extremely co-operative. They really want it to be a win-win situation. You are helping them popularise their movie and they're making money off it."

And now, the big and obvious question: how much? I take it it's a bit more than you'd pay for a Mars Bar and a packet of crisps? "Well, the range can be anywhere from £50,000 to £250,000, and every one is different." As I thought. Dick is hardly likely to tell the whole world how much Mirrorsoft pay, because he has to compete against other companies. It's believed, though, that Mirrorsoft's bid for the rights to the *Teenage Mutant Etceteras* was well over £200,000 – though it wasn't actually a licence of a film, but of the American Konami game. Still, that does indicate that we're talking big bucks.

But Mirrorsoft don't just think of Britain, or indeed even Yurp (that's American for "Europe"), but of the whole world. So it's going to appear in one form or another in America and Japan and, well, all over the shop. That's how they can afford to spend more money than you or I will ever see on just a single licence.

And what exactly do you get for that kind of dosh? "Every deal is different. For example with *Back to the Future II* and III, the rights to publish a game in North America had already been acquired by Nintendo, so we weren't able to buy those.

"Typically what you get is the storyline and the representation of the poster, but if you want the use of the music you have to negotiate for that separately. Sometimes the people are reasonable, and sometimes they'll want a lot of money for it."

One thing that had never occurred to me was, even if you've spent hundreds of thousands on a licence, you can't just make the sprite in the game, or even the chap on the packaging, look like the bloke in the film unless you have bought the rights to do so. With big, expensive actors like Michael J Fox (actually he's a little, expensive actor, but you know what I mean) you actually need to have his permission – which isn't always easy. "Some actors are very open about it," says Dick, "and some aren't."

But even if you own the rights to the film, the people making it demand control over what you do with the game. It's a valuable intellectual property, so they want to protect it carefully. "Everybody we've dealt with demands control over the storyboard, the graphics, the game design, the packaging – everything," says Dick. "With Back to the Future it's Bob Gale who looks after what we do with the game." (There are three people who form the creative team at Steven Spielberg's Amblin Entertainments Studio. Apart from Spielberg himself there's Katherine Sullivan and Bob Gale. So even though you haven't heard of him, he's quite important.) "Bob's the gamer, and we got a tremendous amount of feedback from him. We went back and forth a number of times and we got quality comments from Bob."

Finally I asked Dick what was in the pipeline, and he revealed that Mirrorsoft have acquired – sorry, bought – the rights to Predator II, the game of which should be appearing some time in 1991.

COMING SOON...
BACK TO THE FUTURE II

The Sequel Strikes Back: one of the best things about a movie tie-in is that if it's good it keeps going

And all that guff about it being "anti-violence" was a bit rich, given the hero's habit of running over the bad guys, not to mention the final bit where Whacko Jacko gets to revolve on a stage blowing them to bits. US Gold obviously struggled very hard to rescue the project, but since they had to follow whatever Wacko Jacko did with the film, there was always a high element of risk.

There always is, of course, as poor Tynesoft know to their cost. Despite doing not a bad old job on *Beverly Hills Cop* (February 1990) the Geordie brigade finally went down with all hands on deck this summer, due in no small measure to massive investment in *Elvira: Mistress of the Dark*, a game which has since been taken over by Accolade. This financial disaster illustrates the high stakes of film tying-in, which involves putting a lot up front – rather like Elvira herself now I come to think about it – in the hope of reaping the benefits of the associated hype.

RECIPE FOR SUCCESS

So how can you be sure of making a good C64 game and therefore getting back the couple of hundred thousands pounds you invest in that licence? Well, the obvious answer to that, of course, is that you can't. If there was a formula, everyone would follow it.

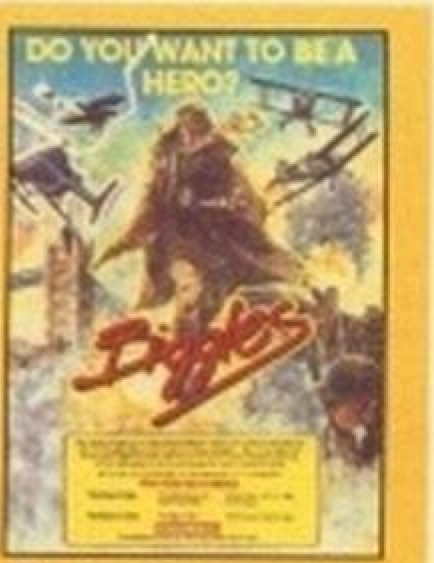
Still, there are one or two clues. One is that picking on a Strong Silent Bloke who's very good at Punching People in the Face always seems to be a good bet. Another is that it helps if you can build up a good relationship with a group of film-makers, as Domark have done with Star Wars and James Bond, and US Gold have done with Indiana Jones and hope to do with the Godfather trilogy, the rights to which they've recently bought.

Ocean's investment in *Robocop* is probably the most spectacular success of them all, and no doubt there was very little shedding of tears in Manchester when the film sequel started filming. It's a pity it turned out to be such a turkey, but funnily enough that needn't work against Ocean. The makers of Robocop II lost their nerve and went for a massively violent film that copied just about everything the original did. And while that may make for a crap film, it promises well for the second game. Because that's the third and final clue to doing film licences.

Make it as violent as you can, and then, when you've done that, take out the bits that aren't violent and put in some more violent bits.

How to burn your fingers

(and how not to)


DO YOU WANT TO BE A HERO?
Biggles

The deal that proved how much of a gamble the licence game really is

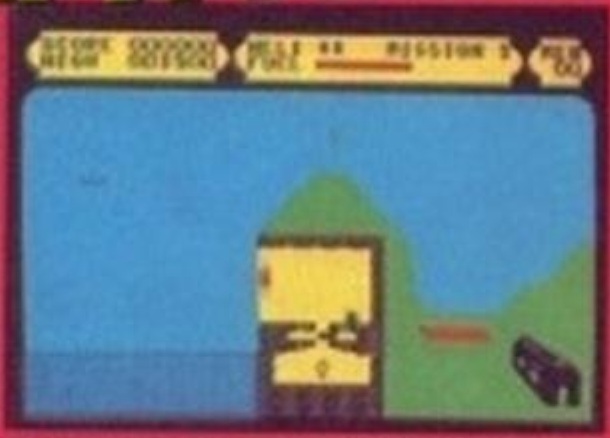
TRUST GUT FEELING

DoMark's Dominic Wheatley did this when he went to see an agent about Biggles. Remember Biggles? Exactly. Dominic remembers, "We were hassled into Biggles by an agent and he really tried to force us into it. In the end I went and met the producer of the movie and I just got the feeling... I just looked at this guy and I looked at the agent and I just looked around the office and I thought, 'This is slightly flakey.' I just didn't feel good about it so I pulled out. They went mad and threatened to sue me and all sorts of things – crazy because I hadn't signed anything. They were very angry indeed."

WHAT HAPPENS IF YOU DON'T

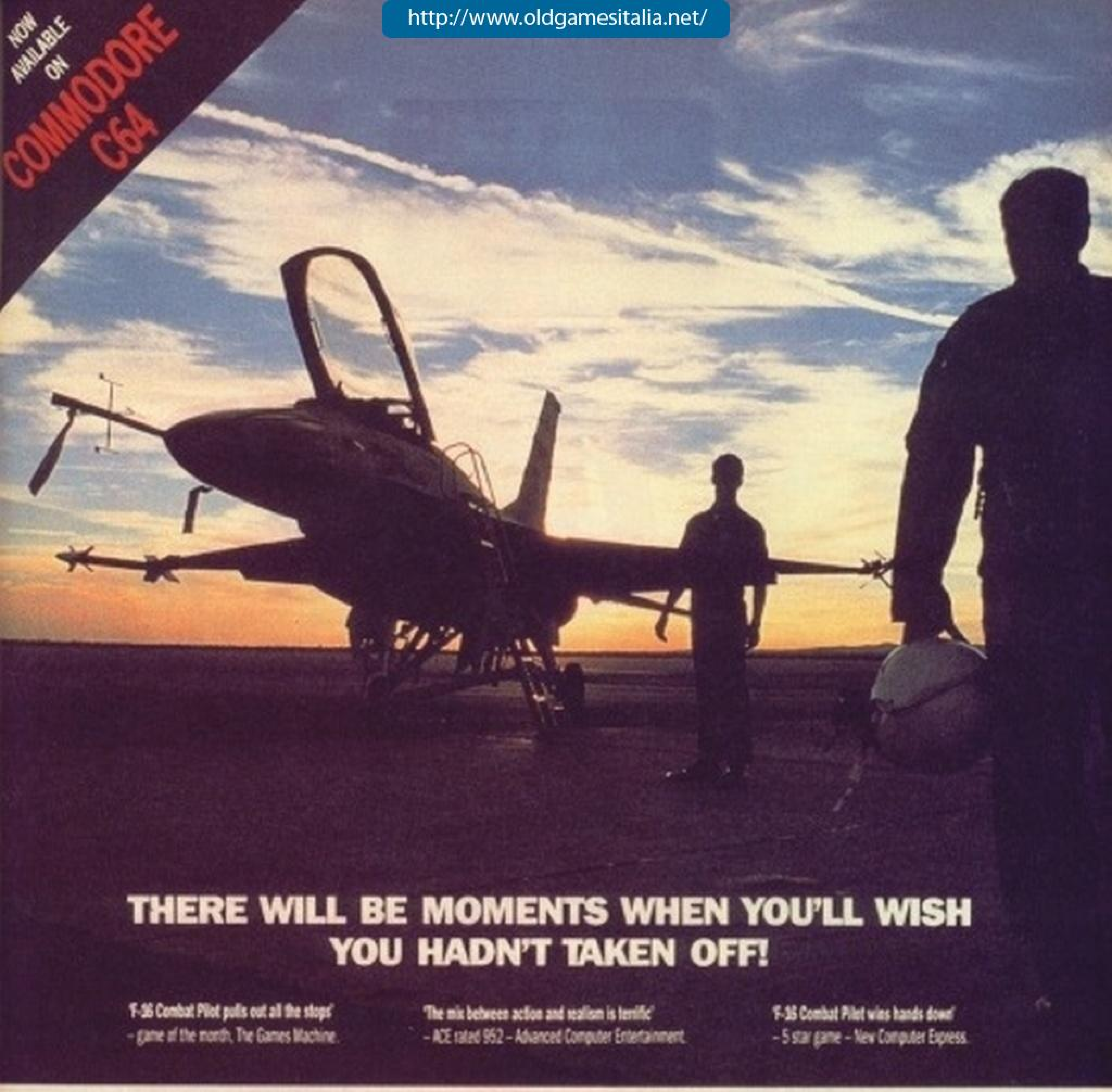
Mirrorsoft grabbed the opportunity that DoMark threw away and ended up with a licence for which they presumably paid handsomely and which was practically worthless.

THE CF A TO Z OF MOVIE TIE-INS



The first film licence – *Blue Thunder*. Software house Elite set the ball rolling but haven't invested in a film deal for years

ALIENS	Activision
ALIENS	Electric Dreams
BACK TO THE FUTURE	Electric Dreams
BACK TO THE FUTURE II	Mirrorsoft
BACK TO THE FUTURE III	Mirrorsoft
BASIL THE GREAT MOUSE DETECTIVE	Gremlin
BATMAN: THE MOVIE	Ocean
BEVERLEY HILLS COP	Tynesoft
BIG TROUBLE IN LITTLE CHINA	Electric Dreams
BIGGLES	Mirrorsoft
BLADE RUNNER	CRL
BLUE THUNDER	Elite
CONAN	Datasoft
COBRA	Ocean
DICK TRACY	Empire
DAYS OF THUNDER	Mindscape
DIE HARD	Activision
DIE HARD 2	Grandslam
DEATHWISH III	Gremlin
EMPIRE STRIKES BACK	DoMark
FRIDAY THE 13TH	DoMark
GHOSTBUSTERS	Activision
GHOSTBUSTERS II	Activision
GIVE MY REGARDS TO BROAD STREET	Mindgames
GOONIES	US Gold
GREMLINS	Adventure International
HIGHLANDER	Ocean
HOWARD THE DUCK	Activision
HUNT FOR RED OCTOBER	Grandslam
INDIANA JONES AND THE TEMPLE OF DOOM	US Gold
INDIANA JONES AND THE LAST CRUSADE	US Gold
JAWS	Alternative
LABYRINTH	Activision
LET'S GO KARTING	Wibble
LICENCE TO KILL	DoMark
LIVING DAYLIGHTS	DoMark
MASTERS OF THE UNIVERSE	Gremlin
MOONWALKER	US Gold
NAVY SEALS	Ocean
NEVER ENDING STORY	Ocean
NIGHT BREED	Ocean
NOSFERATU THE VAMPYRE	Pirahna
PLATOON	Ocean
PREDATOR	Activision
PREDATOR 2	Mirrorsoft
RAMBO	Ocean
RAMBO III	Ocean
RED HEAT	Ocean
RETURN OF THE JEDI	DoMark
ROBOCOP	Ocean
ROBOCOP 2	Ocean
ROCKY HORROR SHOW	CRL
RUNNING MAN	Grandslam
SHORT CIRCUIT	Ocean
SPY WHO LOVED ME	DoMark
STAR WARS	DoMark
TOP GUN	Ocean
TOTAL RECALL	Ocean
UNTOUCHABLES	Ocean
VIEW TO A KILL	DoMark
WHO FRAMED ROGER RABBIT	Activision
WILLOW	Activision



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– game of the month, The Games Machine.

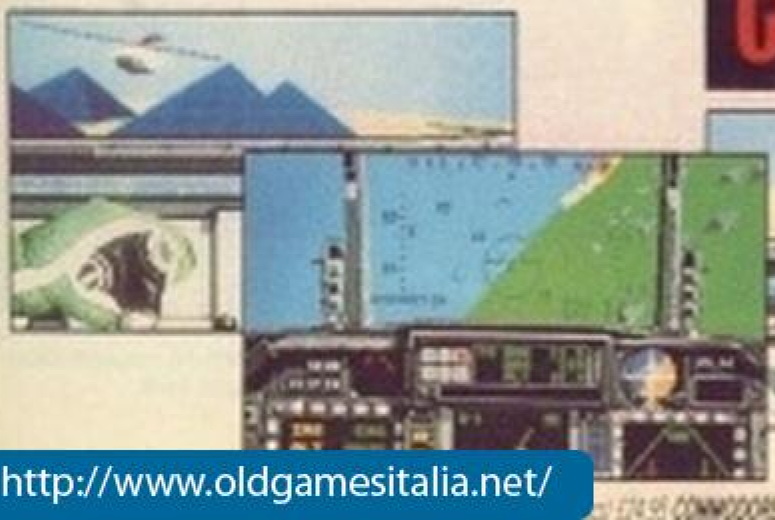
'The mix between action and realism is terrific'
– ACE rated 952 – Advanced Computer Entertainment.

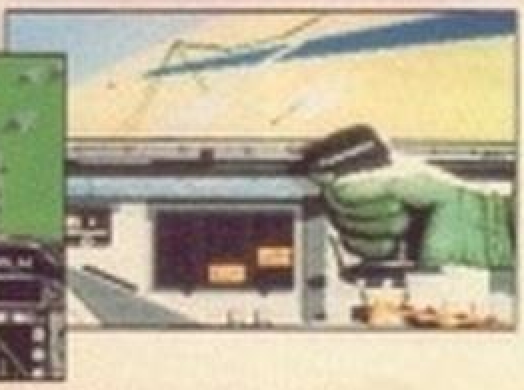
'F-16 Combat Pilot wins hands down'
– 5 star game – New Computer Express.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16
COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.





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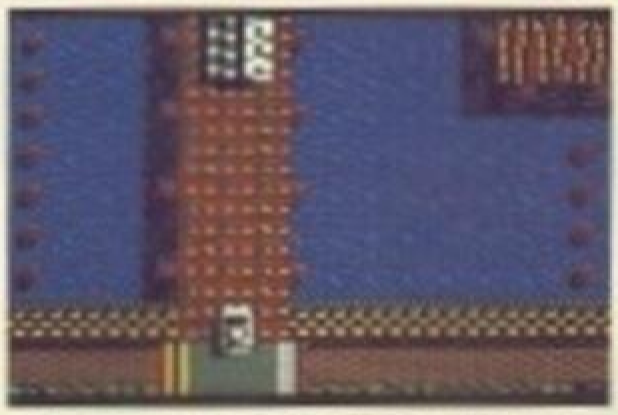
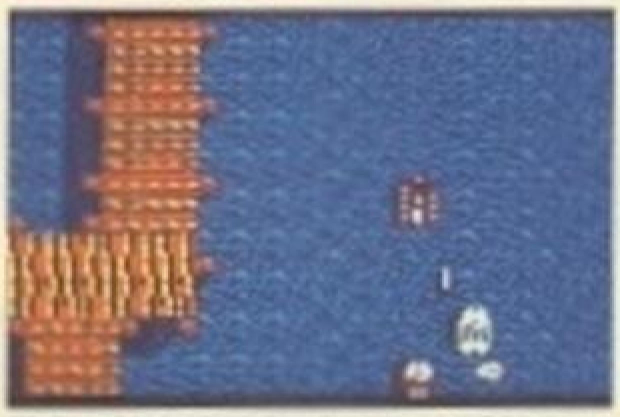
F-16 C

88

Karl's suspicions have been aroused and he orders our hero and heroine killed



And for my next trick I will drive this car into this garage and when it reappears it will be a boat. Abracada... CRUNCH! Er...



Well and truly into level one now with a couple of inconsiderate seafarers on your tail. Two missiles each should do the trick

THE SPY LOVED M

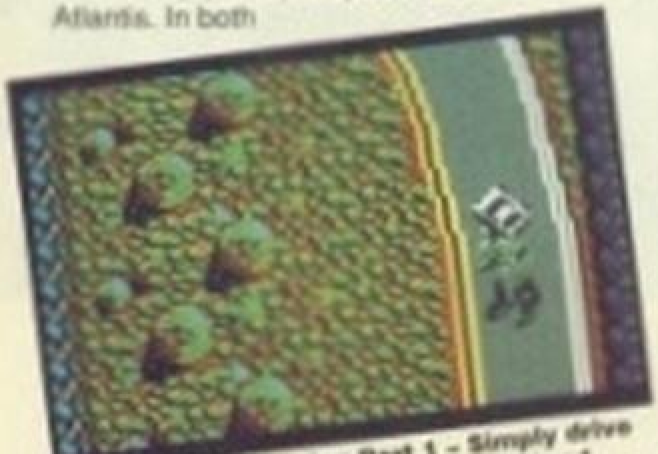
Missing British and Russian submarines, sexy Soviet agents and psychotic Spectre spooks. It's a case for James Bond, licensed to appear in another DoMark game-of-the-movie. But has he lost his touch?

Everyone knows James Bond: smart suits, hi-tech gadgets and a clipped English accent. The Spy Who Loved Me, released 13 years ago, was Roger Moore's third Bond film and concerns an alliance of japery, snogging and espionage between James Bond and Soviet agent Anya Amasova. Their joint mission is to investigate the recent disappearance of a couple of submarines – one Russian and one British.

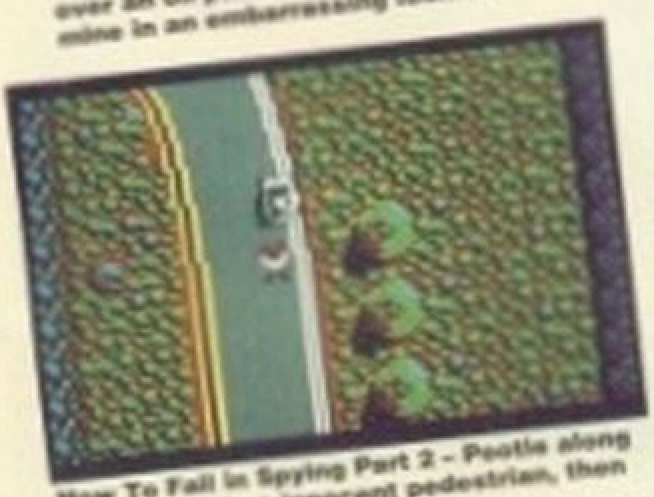
Microfilm evidence hints that Karl Stromberg – your average power-crazed megalomaniac (flashing eyes, psychotic personality, love of small furry animals, etc) – has been quietly removing the subs from the sea. You (as 007) are despatched to Sardinia to infiltrate Stromberg's underwater fortress (Atlantis), slap the baddies' wrists and find out why he would want to do such a naughty thing.

The computer version converts these plot elements into three individual sub-games (called 'scenes' – a nice touch) in which Karl's krazy krew of assorted minions attempt to nobble you. Luckily, help is at hand in the shape of Q-weapons, a natty Q-sub and other Q-gifts (no Q-Tips, though).

The first scene features two race 'n' dodge sections, as Bond and Amasova collect a car from Q and travel to the hotel, where they pick up a speedboat to Atlantis. In both you can collect Q-Tokens for use later on (in the Q-Truck) but you have to avoid enemies – who, jolly unsportingly, fire bullets at you – and obstacles such as large buildings, jettys, cones, and rough ground. There are also plenty of innocent bystanders (and byswimmers) around, and for every one you kill 50 points are deducted from your score. Quite right, too.



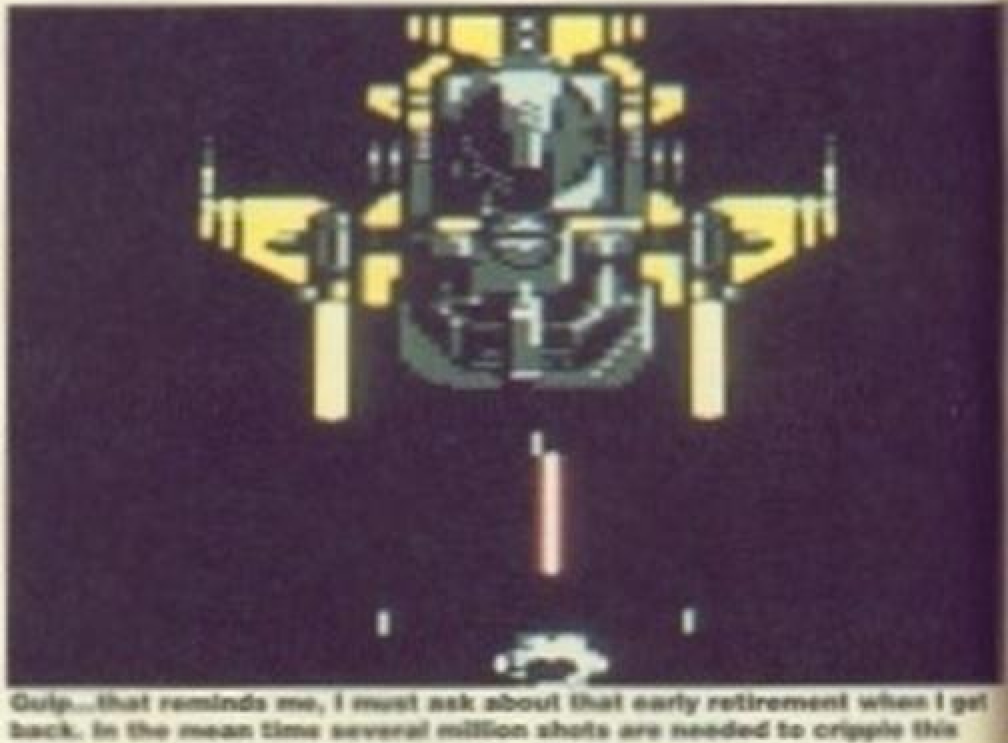
How To Fail in Spying Part 1 – Simply drive over an oil patch and career into a land mine in an embarrassing fashion



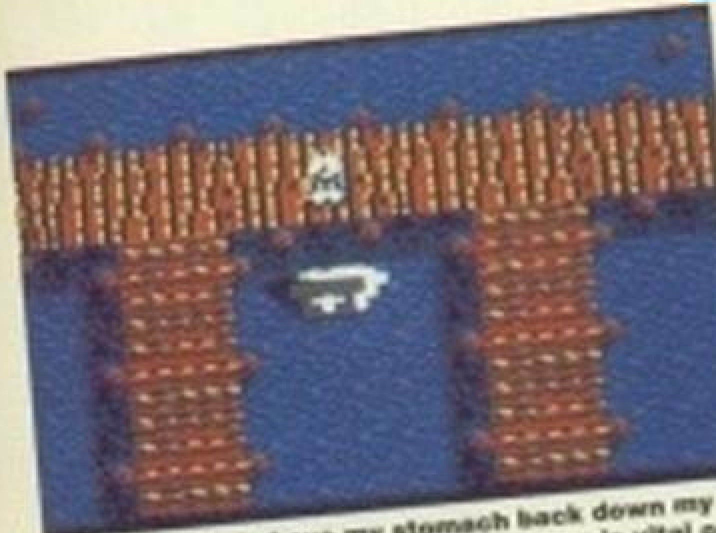
How To Fail in Spying Part 2 – Pootle along until you find an innocent pedestrian, then flatten the little blighter

Anya has been taken hostage and Bond has one hour to rescue her

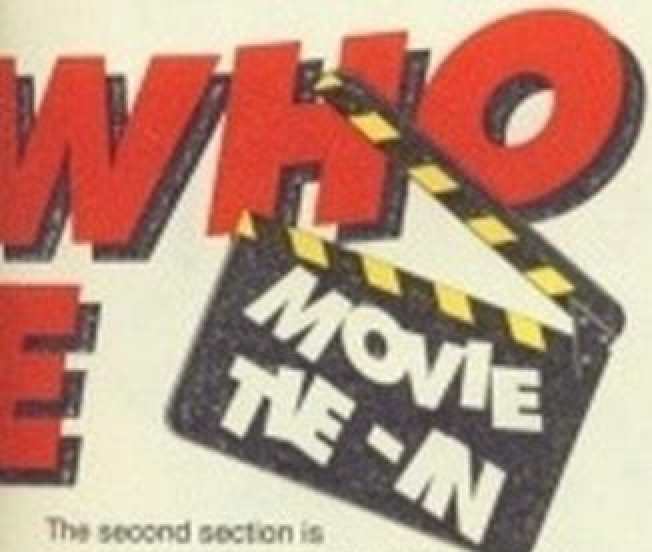
The second scene features James and Anya heading back to their hotel after a meeting with Stromberg; unfortunately, Karl's suspicions have been aroused and he orders our hero and heroine killed. Again, this scene is divided into two sections. The first plays a bit like the classic arcade game, *Spy Hunter*. It's a chase up screen battling against enemies on bikes and in cars – and as long as you've picked up enough Q-Tokens, you can drive into the back of the Q-Truck and take your pick from an impressive array of weaponry. This includes machine guns, missile launchers, submarine capability for the car, smoke gun, paint jet and vehicle armour, as well as the ability to repair the car.



Gulp...that reminds me, I must ask about that early retirement when I get back. In the mean time several million shots are needed to cripple this beast so make sure you're well kitted out before you get to it

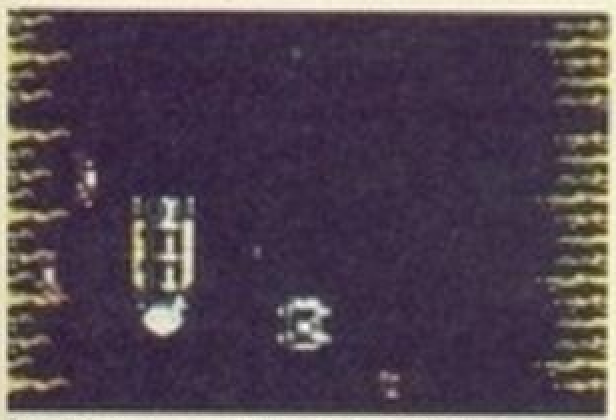


Hang on while I shove my stomach back down my throat. An accurate line up for the ramps is vital or it's Davy Jones's Locker for Messrs Bond & Co

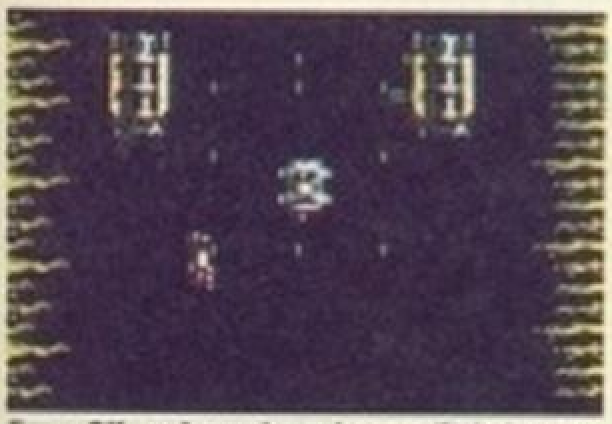


The second section is only accessible if you've bought the submarine conversion gadget: it's a sub-aquatic shoot 'em up with weapons such as 4-way explosive bolts, 8-way torpedoes and a laser gun. You'll need them all to cripple some of Stromberg's larger defences.

In the final scene, Anya has been taken hostage and Bond has been given one hour to rescue her. Good old Q has flown in a wet-bike and air-dropped packages of goodies so that James can battle his way through the outer defences of Atlantis and save her before the whole place is fried.



Level 2 and everything is dandy. One measly sub and a few dozy divers won't hold me back for long

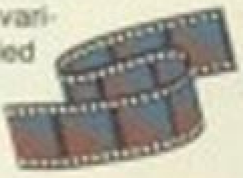


Erm... OK, so I may have been a little hasty in dismissing the enemy. Still, a little bit of perseverence will see these two off

Don't be misled: it's not as exciting as it might sound. The scenarios behind each scene are promising enough but the way they've been implemented is poor. For a start, every stage is marred by poor scrolling: it's not only slightly jerky, it's also too slow to convey the sense of high-speed action the game requires.

The graphics are otherwise OK, with plenty of neatly-drawn enemies and backdrops; the sound fares worse, with a monotonously repeated rendition of the Bond theme music. Then there are too few enemies around to cause a real threat: in the first scene in particular you can get away with dodging most of them and collecting Q-Tokens to your heart's content. It's often just a question of remembering where you have to go next.

The best part of the game is the wide array of different craft and weapons: the vehicles all handle well and they need to. The reaction times to some of the obstacles and enemies are very short. Each section has its own atmosphere and different tactics are required to complete them – some are also tough enough to provide a lasting challenge. *The Spy Who Loved Me* is a derivative game – there's nothing new about the *Spy Hunter*-style truck nor the progressive weaponry. But, having said that, it's a fair blaster which offers a fair whack of variety and will keep you occupied for a while, as long as you force yourself to ignore the poor presentation.



KATI

Game	**The Spy Who Loved Me**
Maker	**DoMark**
Cassette	**£9.99**

POWER RATING

THE DOWNERS...

- Jerky scrolling
- Lack of inter-level variety
- Not really fast enough for a shoot 'n' chase game
- A couple of the sections just require you to learn the route
- Apart from the underwater scene, graphics don't come to life

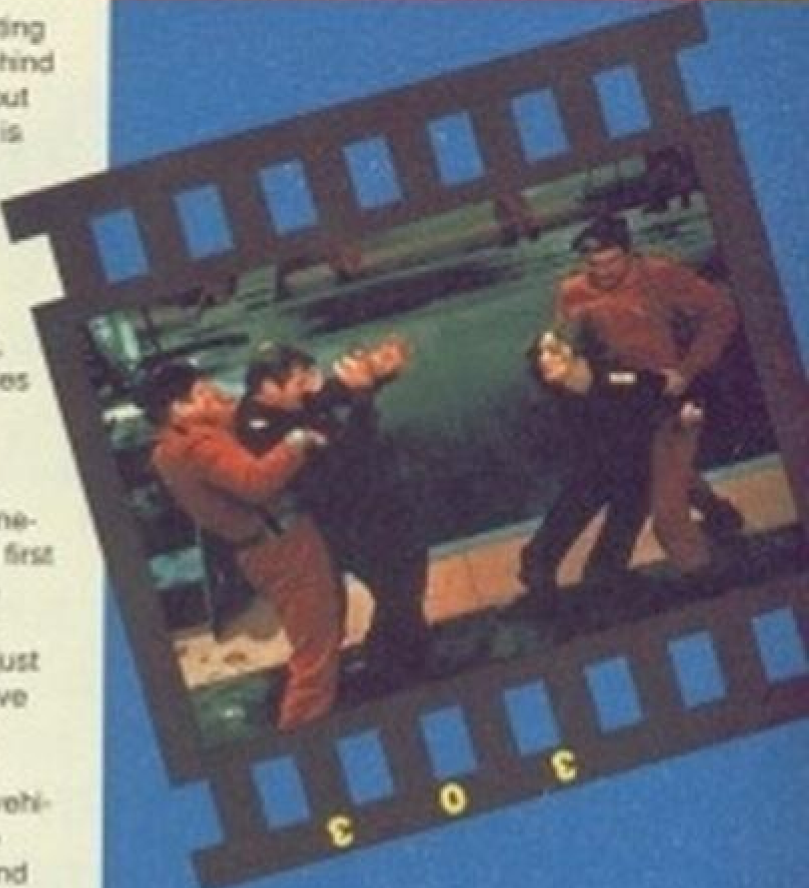
100

60%

0

- **There's a wide range of weaponry for each stage**
- **All the sections have a different atmosphere and a new challenge**
- **There are four different vehicles to control...**
- **...and they all handle very smoothly**
- **Reasonable difficulty level**
- **Neatly drawn miniature sprite graphics**
- **Q's truck gives you plenty of tactics to get your teeth into**

...AND THE UPPERS



Licensed to make 18 films

There have been five James Bonds in 18 films over the last 28 years. Most of the scripts have been based firmly on Ian Fleming's books, short stories and scraps of ideas he wrote on the back of his hand before bedtime, but recent scriptwriters have turned to original material for their stories. This is the full list of Bonds and their films:

Sean Connery: Dr No (1962), From Russia With Love (1963), Goldfinger (1964), Thunderball (1965), You Only Live Twice (1967), Diamonds Are Forever (1971), Never Say Never Again (1983)

David Niven: Casino Royale (as 'Sir James', 1967)

George Lazenby: On Her Majesty's Secret Service (1969)

Roger Moore: Live and Let Die (1973), The Man with the Golden Gun (1974), The Spy Who Loved Me (1977), Moonraker (1979), For Your Eyes Only (1981), Octopussy (1983), A View to a Kill (1985)

Timothy Dalton: The Living Daylights (1987), Licence to Kill (1989)

Find the hidden message and win a prize that will make your friend explode!

GREMLIN GO KARTING

WIN a mega special Kart game with Gremlin and copies of their brand new racin' rave during a VIP visit to Brands Hatch! We must be absolutely bonkers. So must Gremlin. Read on!

Race in one of these fantastic go-karts on the most famous race track in the world. Then chat with the champions in your collector's item Lotus T-shirt before racing back home to play your copy of the game itself!

Had a squint at the smart demo of Gremlin's *Lotus Esprit Turbo Challenge* yet? Yeah, thought so. Good innit? Gremlin think so too. In fact, they're so chuffed with their new race game that they've decided to treat our beloved *CF* readers to a rather yummy prize. So we've set a rather yummy competition.

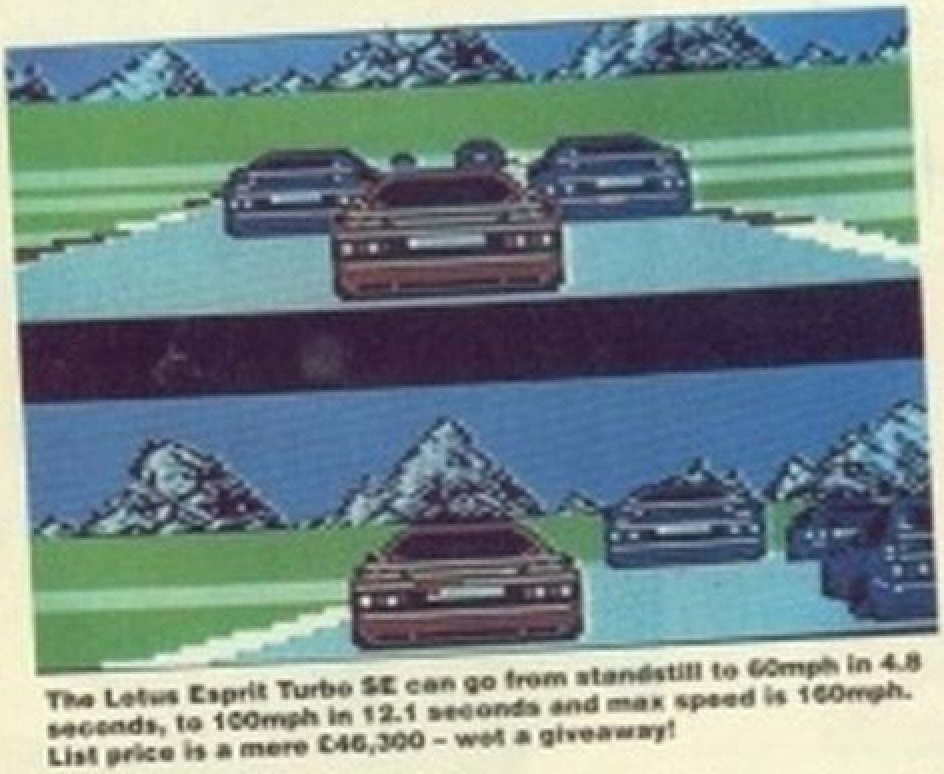
Some time in March, FIVE lucky winners are to be treated to an all-expenses-paid trip down to Brands Hatch for a belting Go-karting session! Gremlin will pay for your journey there and back, clothe you in some smart Lotus T-Shirts, whack a copy of the game in your mitt, and and then stump up the readies for several burns round the kart race track! (*I had a go recently and it's totally and utterly faberoony – Ed*).

This rip-snorting prize is ever (ever) so easy to win. All you've got to do is find the hidden message which has been secreted somewhere in this very issue. Within the many thousand finely hand-crafted words that appear in CF4, there are three that say LET'S GO KARTING. But they could be anywhere – on the contents page, in a review, in the Inside Info section... anywhere! (And they aren't the ones on this page either so nyaah!)

All you've got to do is read the issue from cover to cover (it's skill unlimited, so that shouldn't be too much of a strain), and tell us what the next word after 'Karting' is. For instance, if they were the words on this page (which they aren't) the answer would be 'But'. Got it?

Write this word on a postcard or sealed envelope, include your name and address, then whack it into the big red thing with a slot. Shout "Oh what a flongy!" do it all again and this time remember to write on the address, which is:

Gremlin Word Up Compo,
Commodore Format,
30 Monmouth Street, Bath,
Avon BA1 2BW.



The Lotus Esprit Turbo SE can go from standstill to 60mph in 4.8 seconds, to 100mph in 12.1 seconds and max speed is 160mph. List price is a mere £46,300 – wot a giveaway!

And hey, guys, let's get those entries in by the 14th of January, 1991, eh? Otherwise it's bye-bye Brands Hatch and goodbye goodies.

TEENSY WEENSY RULES... No employees of Future, Gremlin, Lotus or the burger bar that sold the Ed a cheese-burger with no cheese in it may enter. The Ed's decision is always final, Except on Wednesdays, when it's half day closing, so it's only half final.

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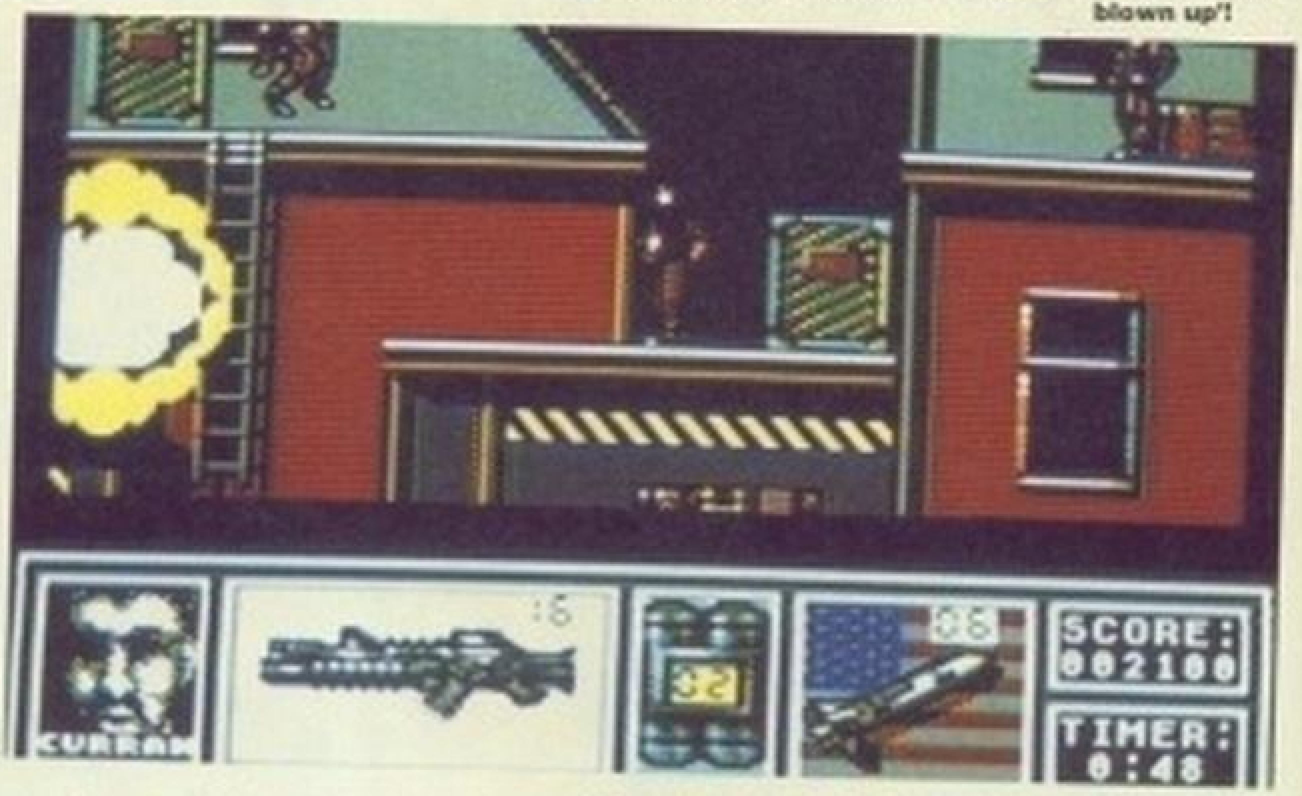
*Sega, Atari, Commodore, MSX and Amstrad

Dog' Curran has got himself a missile launcher and is introducing the Arabs to the subtle art of 'being blown up'!



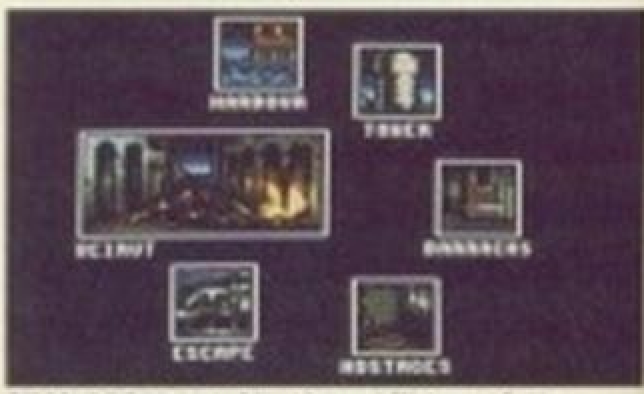
If you're thinking that the US Navy have recruited small black, flippered amphibious mammals to do their secret missions, think again. The heroes of the piece are SEALs – which stands for SEa Air and Land – the US equivalent of the SAS and SBS rolled into one elite and very tough bunch of guerrilla troops.

Five of these guys are called into the Middle East to rescue the crew of a downed helicopter from some anti-American fanatics or other. In the course of executing a daring rescue bid, they discover hidden caches of Stinger surface-to-air missiles, which the naughty Arabs shouldn't have – and this is where film and game plots part company. The movie heroes defuse the missiles and trot off home, while the game goes striding off on an extended 'defuse the Stinger missiles' mission all of its own.

NAVY SE

CONSOLE COMPATIBLE
CART GAME

Ocean's latest action-packed cartridge release is having a strange effect here. People have taken to wearing black clothing and smearing their faces with boot polish. That's OK but it would help if they got out of the habit of crawling between the desks...

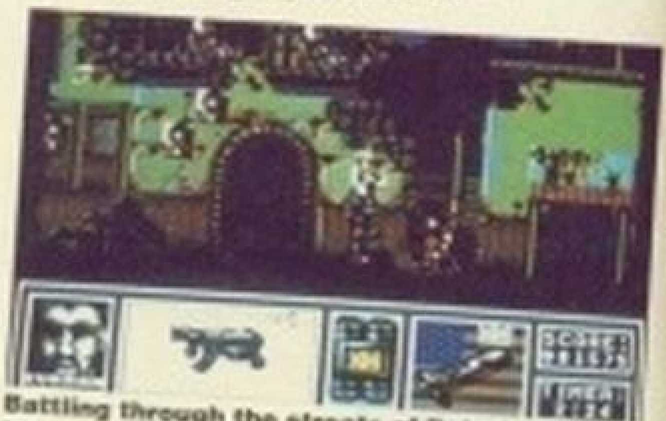


SEALs' itinerary. Monday – kill terrorists, defuse missiles. Tuesday – kill terrorists, defuse missiles. Wednesday – get blown up

The crack five-man team of Curran, Hawkins, Ramos, Rexer and Leary take it in turns (under your expert guidance of course) to stomp through five suitably Middle Eastern-looking scenes in order to find and render inoperative a set number of Stinger missiles. Each blokey walks, jumps, climbs, clambers, and monkey-swings his way through the screens filled with rampaging terrorist-types. The sprites are beautifully drawn and detailed, and the animation is just superb. Although the SEALs are extremely athletic, control is straightforward and comfortable – moves are all accessed by the joystick alone, and the SEAL adapts to the surroundings, automatically climbing over boxes when they're in front of him, for instance.

This leaves the fire button for activating the current weapon while on the two-button GS joystick, the second button pauses the game. Extra weapons can be found by blowing up the large trunks and collecting the hardware within. You can cop for a nice new rapid fire machine gun, a dead useful missile-launcher or – my fave – the flame thrower. In all cases, the status panel shows which weapon is in use, and how many rounds of ammo are left – so don't be too heavy on the old trigger finger. You don't want to resort to fists and harsh language now do you?

As far as audio-video goes, Navy SEALs delivers in bucketloads



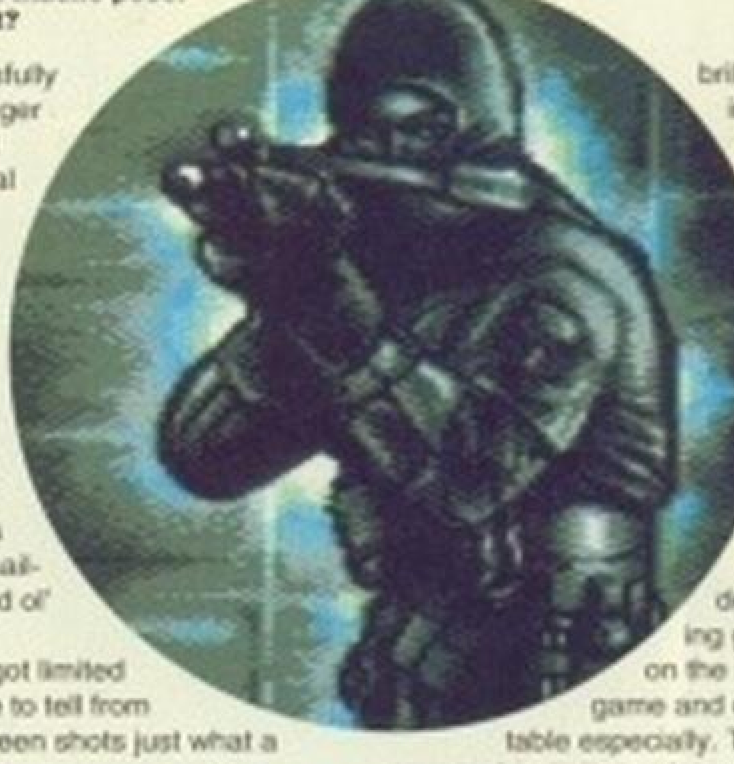
Battling through the streets of Beirut on the last level. Poor old Curran crouches to avoid the hail of Arab fire!

US style SAS

The US Navy SEALs were commissioned on order from President Kennedy in 1962, to expand the role of of the existing Navy Underwater Demolition Teams (UDTs). The name is derived from the different elements under which they operate – SEa, Air and Land. SEALs are primarily used as small forward infiltration teams with as few as three men per team.

Each man has his own area of specialisation: the 'wheel' (the officer in charge); swimmer scouts; the 'powder train' (explosives expert) backed up by a 'rigger' (supervises the laying of charges); a radio operator; and a heavy weapons man (machine gun carrier).

Favoured weapons of the SEALs were a 'choked' shotgun to throw a wide spray of buckshot, the Stoner M63A1 gas-fed multi-purpose machine gun and Navy K-Bar knife with a 7 to 9-inch blade. Well, they used to be – what they use now is a secret. Probably.



One of the between-level statics, showing a SEAL in macho pose. Erm... Nice, isn't it?

Having successfully defused all the Stinger missiles on the first five scenes, the final scene is a *Robocop*-style shoot out where your remaining men (should you have any!) have to blast their way through the streets of Beirut before making rendezvous with their sub and sailing back to the good ol' US of A.

Unless you've got limited vision you'll be able to tell from the multitude of screen shots just what a good-looker *Navy SEALs* is. The C64 palette has been put to great use with lovely earthy colour schemes and wonderfully detailed backdrops. The screen smooth scrolls horizontally and each level is nice and large so you don't have to stick to one route every time you play and you can even map the sucker if you like.

In between levels there are static intermission screens which are simply brilliant (and bearing in mind that each bitmap screen is between 6 and 10K big, it's only thanks to the cartridge that these are here at all). Credit must also go to Matthew Cannon for laying down some thumping great soundtracks on the intro, during the game and on the high score table especially. The spot effects are all of a similarly high standard, so as far as audio-video goes, *Navy SEALs* delivers in bucketloads!

The only notable drawbacks come in the playability: the game starts off hard and just keeps on going. This isn't necessarily a Bad Thing – it should keep you plugging away for ages – but if you're as incompetent as me, the first few goes will be frustratingly short. Also, the gameplay on the first five levels doesn't really change an awful lot. If there was a bit more variety in the mission objectives, or it had a subgame or something, then *Navy SEALs* would be an absolute stonker. As it stands, it only manages 'very good!'

STEVE

AL.S
MOVIE
TIE-IN

Game	**Navy Seals**
Maker	**Ocean**
Cartridge	**£19.99**

POWER RATING

THE DOWNERS...

- ■ Repetitive gameplay across first five levels reduces the lasting interest
- ■ High difficulty level from the outset

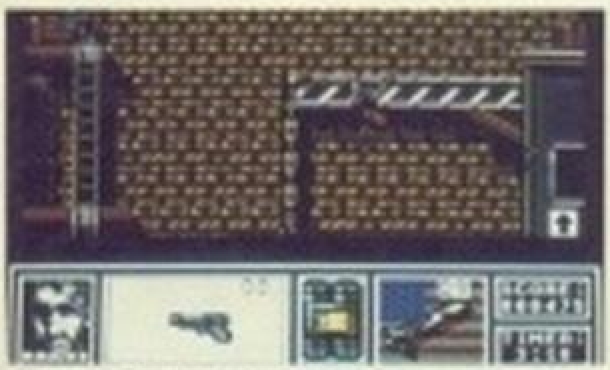
100

81%

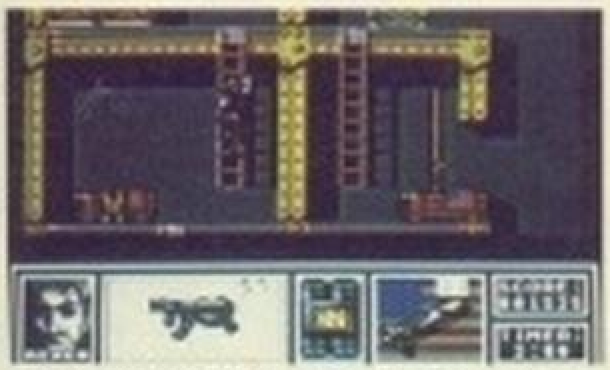
0

- ■ Huge levels mean you aren't restricted to the same method of attack every time you play
- ■ Background graphics are great – good colour schemes, plenty of detail and very moody
- ■ Wealth and quality of animation on main sprites is amazing
- ■ Simple, responsive controls make the mission painless
- ■ Ripping soundtracks and stonking spot effects
- ■ Beautiful inter-level screens
- ■ Shinobi-style gameplay is action-packed and addictive
- ■ Friendly game design

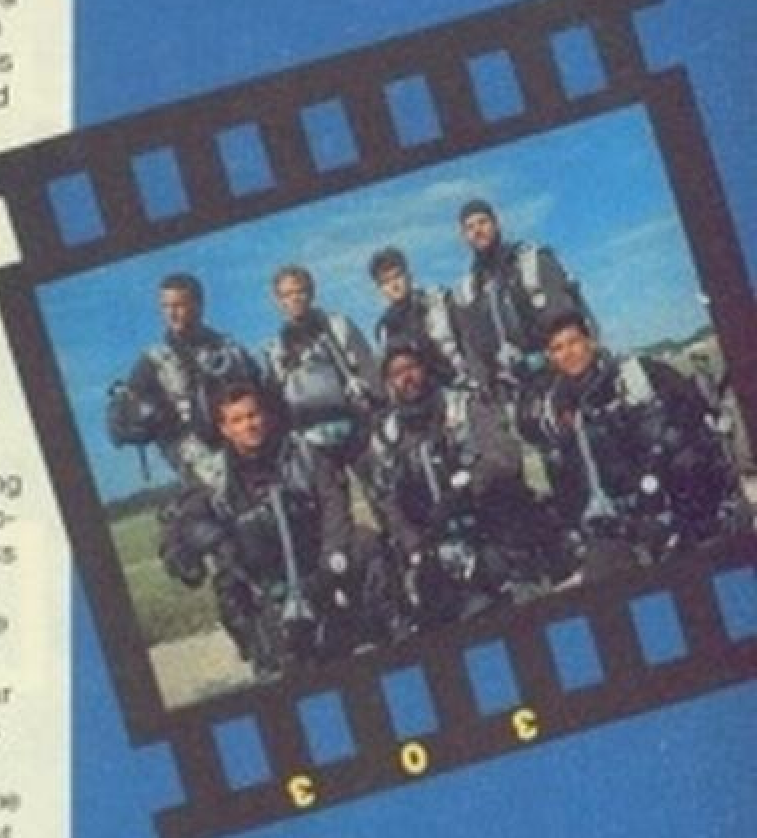
...AND THE UPPERS



'Tarzan' Ramos monkey swings across a platform. According to the panel he's only defused one of nine missiles so far



There are two Stinger missiles boxes on the lower platform. The left one has been defused, while the right is still active



SEALs on screen

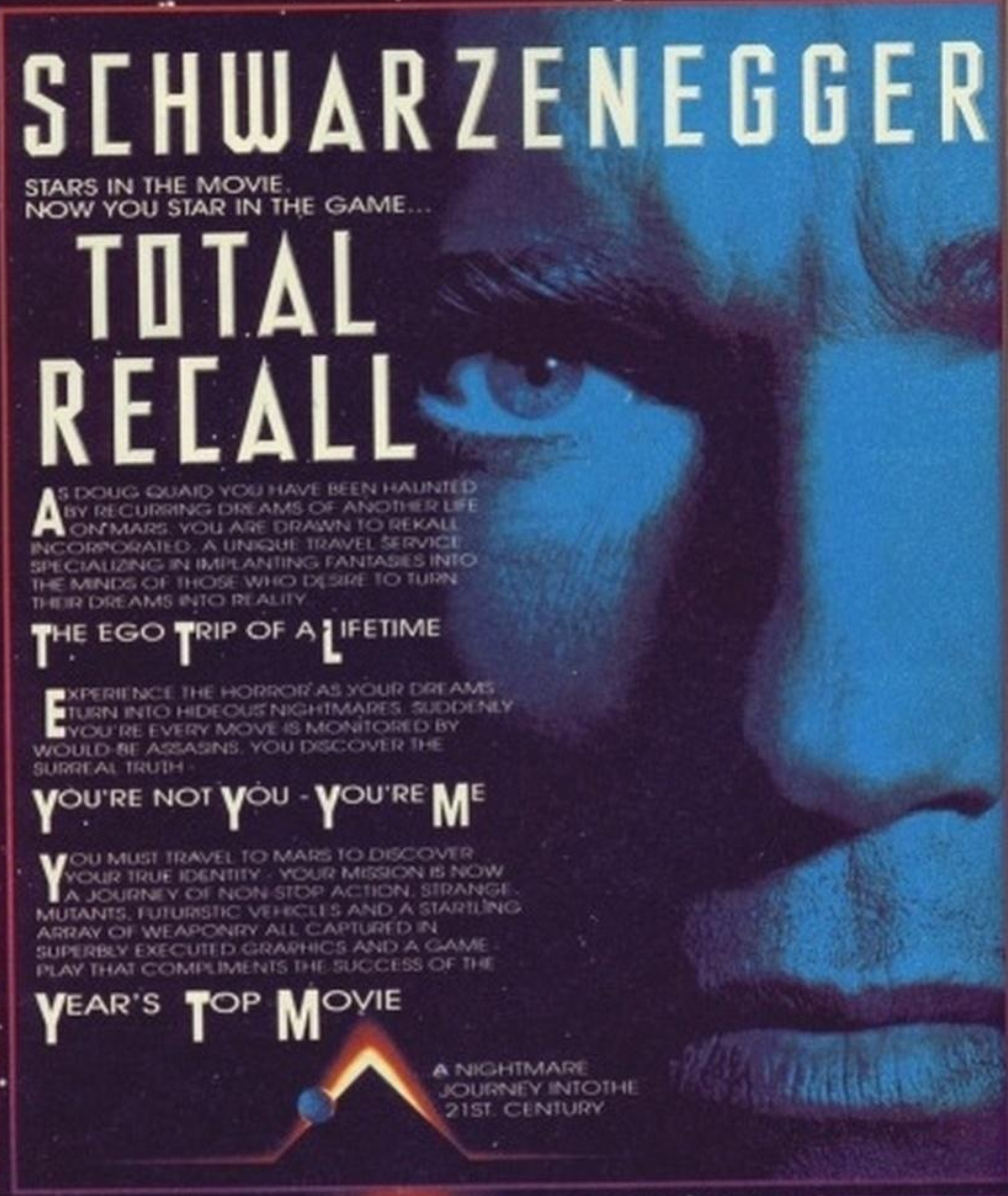
Orion Pictures' new movie relates the normal, everyday, average, run-of-the-mill, ho-hum tale of secret SEAL operatives in a life-and-death rescue mission in the war-torn Middle East.

The film opens with the shooting down of a US helicopter over the Gulf and its pilot and co-pilot kidnapped by Arab fanatics. A crack team of five SEALS are ordered into the area to undertake a clandestine rescue mission. Silently, they come ashore and make their way to the terrorist hideout. Having killed swarms of terrorists, destroyed as much weaponry as possible and rendered communications set-up inoperable, they find and liberate the 'copter crew. Unfortunately, the co-pilot has surrendered to torture and died.

The pilot is rescued but in the course of their mission the SEALS discover a cache of Stinger missiles, so the SEALS decide to find and detonate the lot!

For some reason, the film didn't do that well in the states, so you can kiss goodbye to Navy SEALS 2, but you can make your own mind up when it appears some time around May.

SOMEONE HAS STOLEN MY MIND MIND



SCHWARZENEGGER

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NOW YOU STAR IN THE GAME...

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EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS. YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME-PLAY THAT COMPLIMENTS THE SUCCESS OF THE

YEAR'S TOP MOVIE

A NIGHTMARE
JOURNEY INTOTHE
21ST. CENTURY

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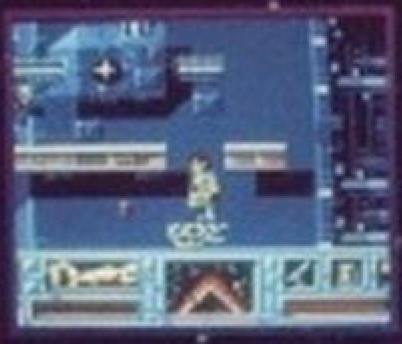

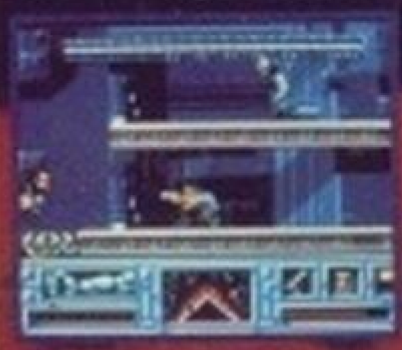

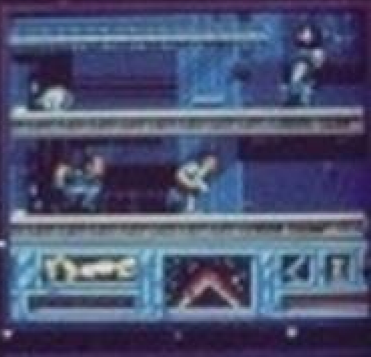

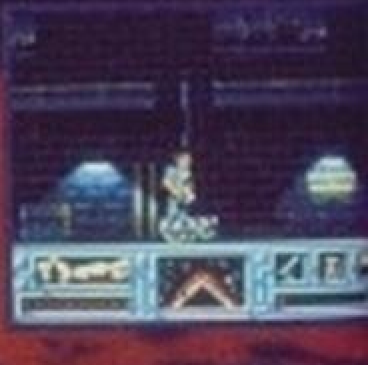

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ENTRAL STREET · MANCHESTER · M2 5NS

Scene1, Take 4 "Welcome to Gombeesters". Er, Scene 1, Take 44... "Welcome to Gloomdusters." Gawd. Andy, for the last time, it's...

GameBusters

MOVIE
TIE-IN

Tis the season to be jolly Fa La La La La La La La La
Deck the halls with boughs of holly Fa La La La La La La La La. Got a new game in your stocking Fa La La La La La La La La. But you're crap and can't get started Fa La La (that's enough singing – Ed)

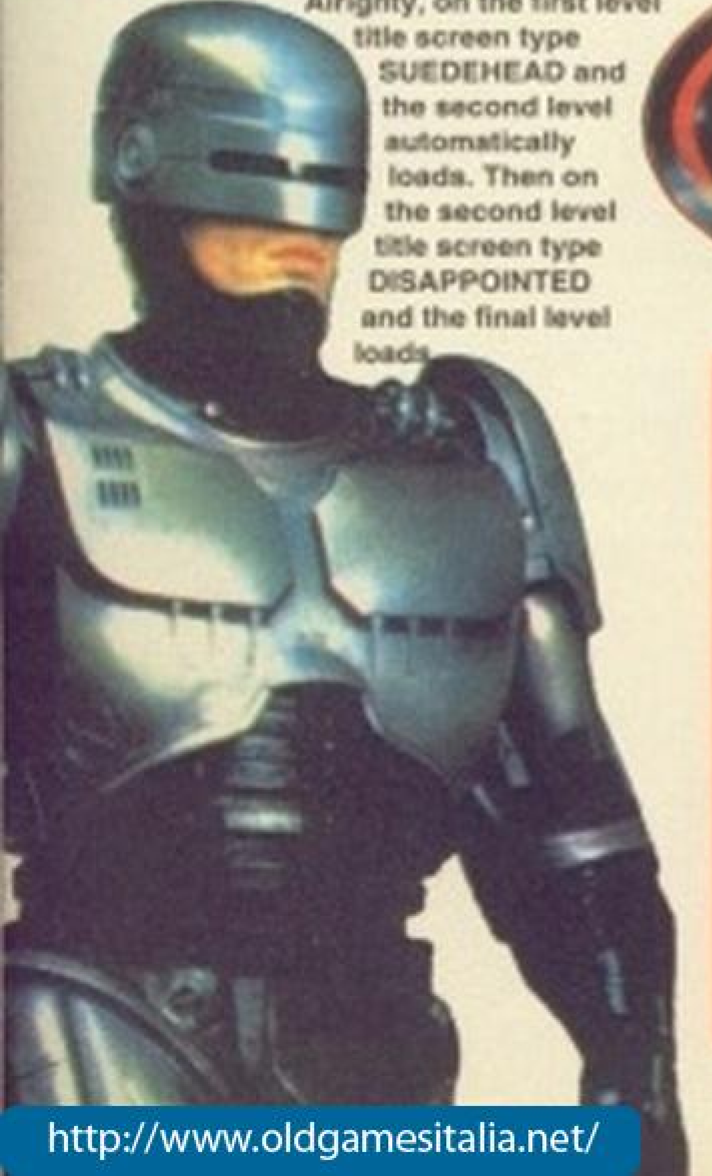
If this is the form that your Chrimbo carols are taking this year then once again our GameBusters section comes to the rescue. And have we got a glorious mix of pant-fillers for you this time *(I think he means stocking fillers – Ed). Blinky's Scarey School* tips, POKEs, hints cheats and we've also mapped the first half of *Monty Python's Flying Circus* in case you were getting 'cheesed' off with it (groan).

Okey dokey. In keeping with the mood of the rest of the issue, let's kick off with a bit o' space devoted to cheats 'n' POKEs for the various film tie-ins that have graced our C64s in recent times.

ALIENS

If the stomach implants are getting too much for you, here are three codes to be typed in when prompted at the title screen: Operations room – 5506F, Maze section – 9061D, Newt retrieval – 7060E

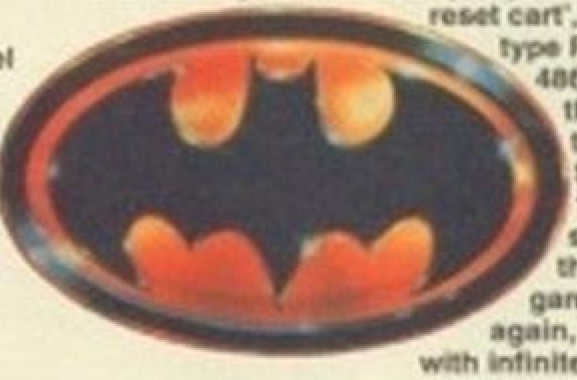
ROBOCOP



Alrighty, on the first level title screen type SUEDEHEAD and the second level automatically loads. Then on the second level title screen type DISAPPOINTED and the final level loads.

BATMAN – THE MOVIE

If you get onto levels 2, 3 or 4 and can't complete them, don't rewind the cassette. Just press PLAY and, believe it or not, level 5 loads in with infinite lives. Alternatively, an easier way, if you have a reset cart', is to type POKE 4866, 173 then type SYS 1624 to start the game again, but with infinite lives.



GHOSTBUSTERS

If there's something strange, in your neighbourhood, who ya gonna call... GameBusters. Then again, perhaps not. Still, here's an oldie. If you can reset your machine try the following:
POKE 38454, 96
SYS 24568 to restart

PLATOON

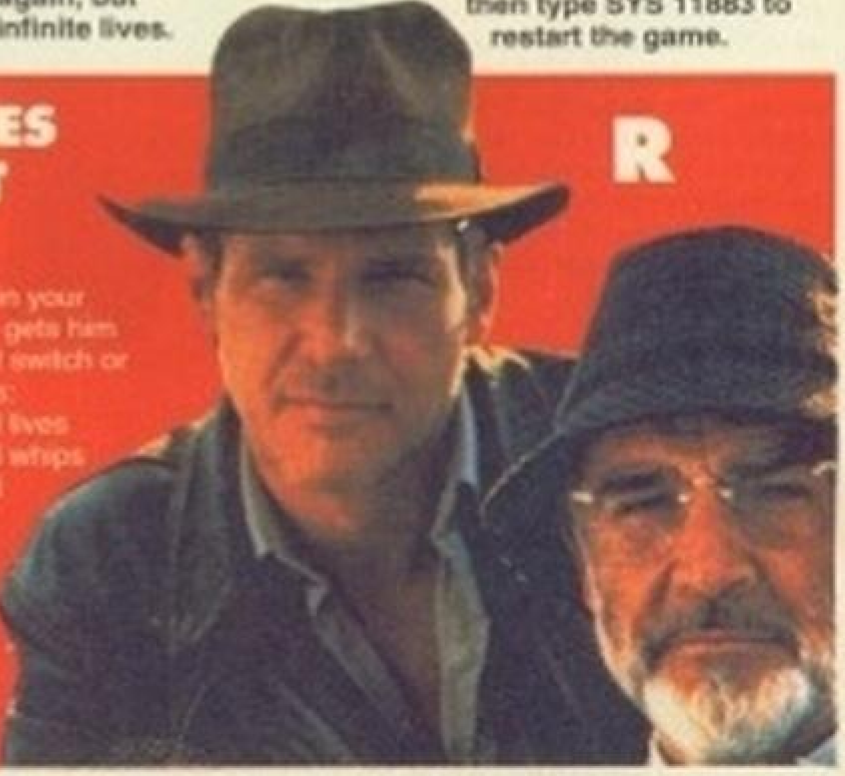
In the tunnel system when it tells you to rewind side B, press FIRE instead and the jungle section should load straight in. Then you can get on with being pummelled to death.

RED HEAT

Let's face it, Arnie's a complete and utter wimp and needs all the help he can get. Anyone brave enough to reset their machine can use this POKE for infinite lives: POKE 3108, 165 and then type SYS 11883 to restart the game.

INDIANA JONES AND THE LAST CRUSADE

Er, Dr Jones? Is that a snake in your pants... AAARGH! Ha Ha Ha, gets him every time. If you have a reset switch or Action Replay cartridge try this:
POKE 32552, 173 – Unlimited lives
POKE 37255, 173 – Unlimited whips
POKE 35756, 173 – Unlimited light/torches
SYS 32092 to restart
If you don't have one of these devices, press the keys F, I, S, H to activate the cheat mode then 1, 2, 3 or 4 to load the level you want.



THE UNTOUCHABLES

Okay guys this is the big one, the complete guide to *The Untouchables*. Yes I know it's getting on a bit but so many people requested it I decided to throw caution to the wind.

LEVEL 1 – THE WAREHOUSE

Guys with cyan trousers provide roses (energy), green trousers provide hour glasses (time), grey trousers provide violin cases (guns). Guys with white suits have evidence against Capone and those with blue trousers are just plain nasty and don't give you anything. Always play this level with sound effects on so that you can hear when an opponent drops a bonus item. You can also hear when someone picks up evidence after you've shot a white coat.

Ness can fall the equivalent of three crates in height without injury. After acquiring 50% of the evidence the baddies need to be shot twice. Don't waste time pursuing a white coat, if it gets long and drawn out then run into him, you may lose energy but it saves time in the long run.

A good knowlege of platform layout is essential. Outwit enemies by jumping around a lot as this is one thing they're not very good at.

LEVEL2 – THE BRIDGE

An absolute doddle. The way to get through it is not to use the gunsight but aim with the point of impact of your bullets. Don't roll off the right hand side of the screen – you don't need to. When your man has lost 75% or more of his energy, roll off to the left to get another man.

LEVEL3 – THE ALLEYS

This is an *Operation Wolf* clone. Accurate shooting is essential, so practise makes perfect. Always go to the wall by moving the crosshair to the right side of the screen. This stops you from getting hit and allows you to choose the untouchable with the most energy left. Again play with the sound effects on so that you can hear the reload of your gun.

LEVEL 4 – THE RAILWAY STATION

The bystanders are the ones without the trilbys on, so don't shoot them. Try to keep the pram in the middle of the screen unless there are no stairs in which case move it to the left. Try to use the same set of stairs as the pram. If a bystander gets in the way of the pram, just shift the pram a bit. If a bad guy intercepts the pram, shoot him. In emergencies you can shoot the pram a bit to make it move in the direction of the bullets, the baby will lose a bit of energy so be careful.

LEVEL 5 – THE RESCUE

To rescue the accountant you must shoot Capone's henchmen within five seconds. The henchman always appears around the left hand side of the hostage, so have your gun sight ready.

LEVEL 6 – NITTY GETS HIS

Make sure your gun is loaded. Wait for Nitty to run across the back of the screen and let him have it. Keep doing this for each screen but use the bullets sparingly as you'll need them when you reach the ledge. Shoot Nitty when he's on the ledge and watch the brilliant death sequence.

IF ALL ELSE FAILS

Still hopeless? Never mind. Try typing HUMPHREY BOGART on the High Score table. Then, when you play, pressing Q,W and E will take you to the next level.

ACTION STATIONS

OK guys, reset POKEs and Action Replay POKEs are all very wonderful but there are a heck of a lot of people out there who don't own these wonders of modern science. I know there are a lot of talented POKEists out there so how about sending us some stand-alone POKEs (as frankly they're getting a bit thin on the ground). I thank you in anticipation.

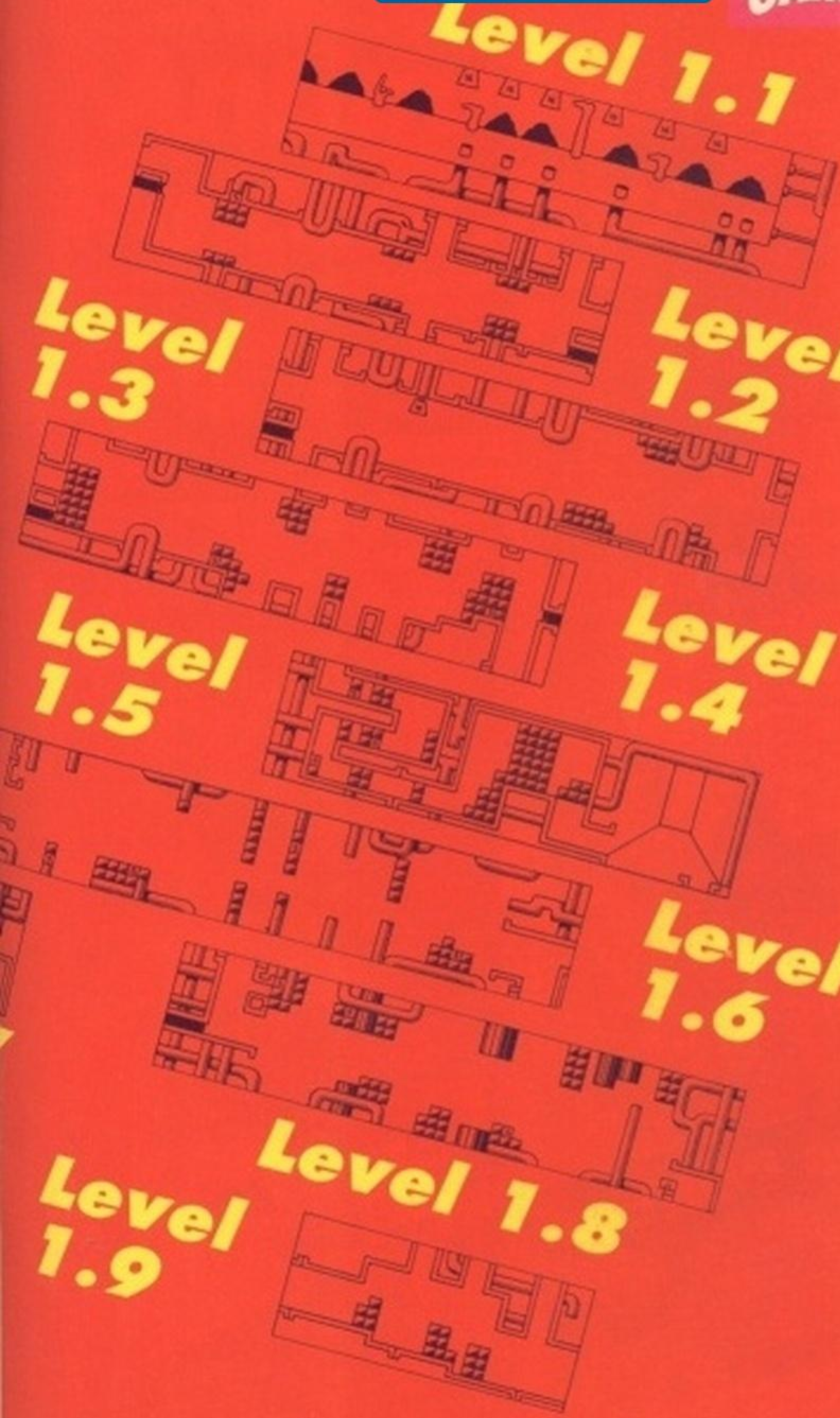
"Hello is that GameBusters?"
"Yes this is Andy Dyer here, of Commodore Format's GameBusting emporium."
"Great. I'd like some tips on Monty Python please.
"Er, I'll just check for you sir... oh dear, we're all out of tips."
"Oh. Uh, have you got some maps then?"
"Er... maps are off, I'm afraid."
"A couple of POKEs for it perhaps?"
"Now we did have a POKE... (rummage, rummage). Ah... the cat's eaten it."
"A cheat, mayhap?"
"Hmmmmm.... nope."
"Look, do you have ANY GameBusting advice at all!?"
"Well, it is a Wednesday, and we're expecting a delivery this afternoon."
"I'm sorry, but I'm going to have to shoot you."
(Suddenly) "Ah-ha! Here we are, a full playing guide with maps. (Phew!)"

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

LEVEL 1

Be careful not to get squashed by 16 ton weights and dodge the dead parrots where possible. The rotary feet are a pain in the bum and so too are the bumble bees (which home in on you if you stick around too long). Midway through the level you'll come across a flying aristocrat - circle around him and shoot like hell. The last few sections are quite straightforward, but be cautious when an Inquisitive Spaniard appears! The final barrier is a member of the flying squad, again you must shoot 'n' dodge. All in all, it's a very silly level indeed.

MONTY PYTHON

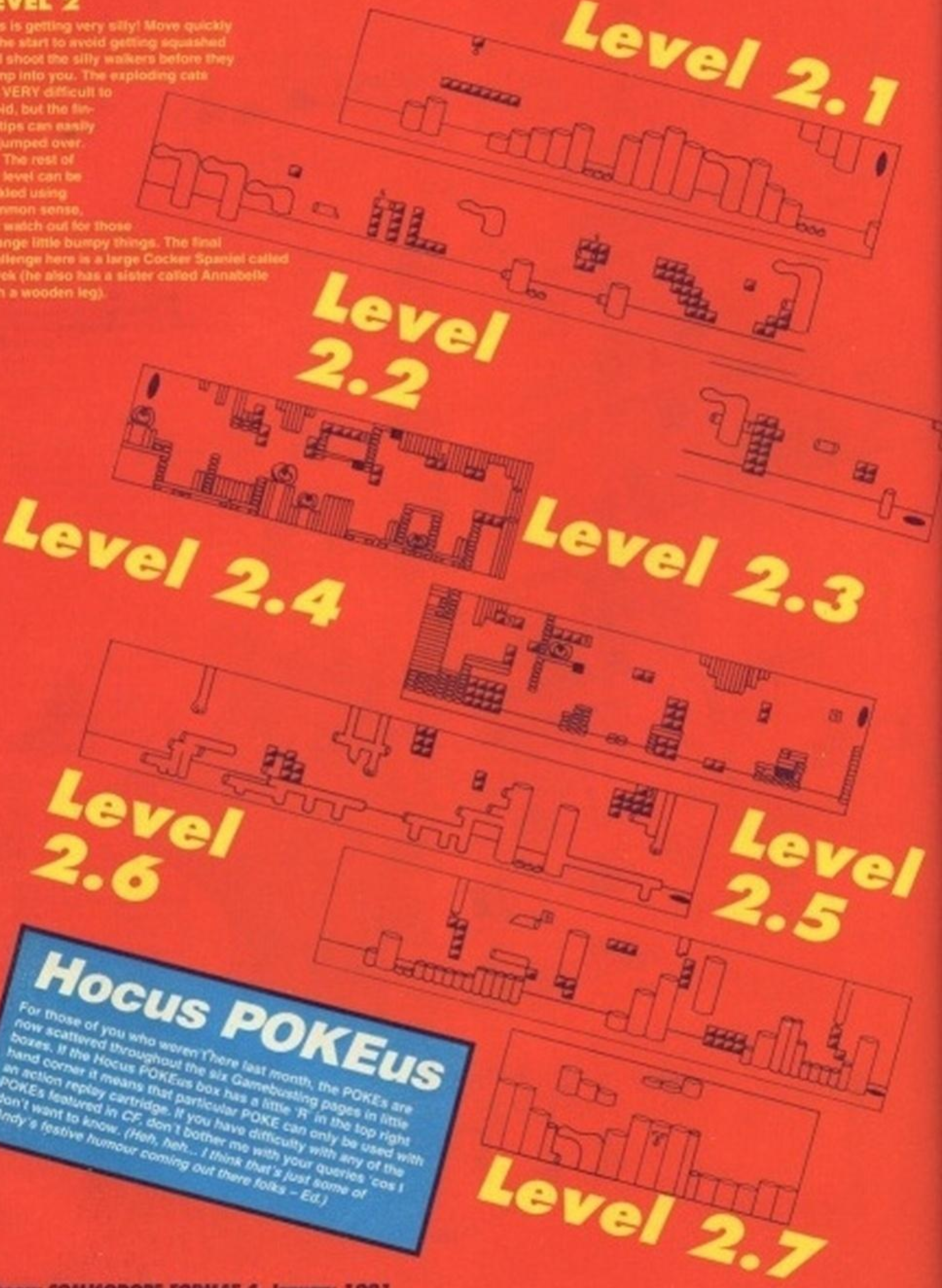

Level 1.1
Level 1.3
Level 1.2
Level 1.5
Level 1.4
Level 1.6
Level 1.8
Level 1.9

MONTY PYTHON

LEVEL 2

This is getting very silly! Move quickly at the start to avoid getting squashed and shoot the silly walkers before they bump into you. The exploding cats are VERY difficult to avoid, but the fingertips can easily be jumped over.

The rest of the level can be tackled using common sense, but watch out for those strange little bumpy things. The final challenge here is a large Cocker Spaniel called Derek (he also has a sister called Annabelle with a wooden leg).



Hocus POKEus

For those of you who weren't here last month, the POKEs are now scattered throughout the six Gamebusting pages in little boxes. If the Hocus POKEus box has a little 'R' in the top right hand corner it means that particular POKE can only be used with an action replay cartridge. If you have difficulty with any of the POKEs featured in CF, don't bother me with your queries 'cos I don't want to know. *(Heh, heh... I think that's just some of Andy's festive humour coming out there folks – Ed.)*

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

Antiques Pokeshow

The year is 2050...
Ah yes Madam a beautifully sculpted little piece, and the craftsmen of the last century had a great sense of humour. Needless to say with this little chappie all you had to do was squeeze this little bulb here and voila, he bares his bottom. What you have her Madam is a genuine in-car Moonie.

AARGH! Perish the thought. Still Chrimbo is a time of reminiscing so how about getting out those crusty old games, and with the help of the following POKEs they may have some life left in them yet.

Sadly 'cos of the British POKE famine, these can only be used with an Action Replay or similar cartridge.

ARMALYTE

POKE 59891,173 – Infinite lives

CAULDRON II

POKE 33012,165
POKE 60983,169 – Infinite lives

CHASE HQ

POKE 36702,173 – Infinite turbos

FANTASY WORLD DIZZY

POKE 9652,173 – Infinite lives

HUNTERS MOON

POKE 8155,165
Infinite lives

MUTANTS

POKE 9273,165 – Infinite lives

R-TYPE

POKE 13064,173
POKE 13140,173
Infinite lives

SAMURAI WARRIOR

POKE 20686,165
Infinite energy

SANXION

POKE 14142,173
Infinite lives

SLAYER

POKE 6924,189 – Infinite lives

TURRICAN

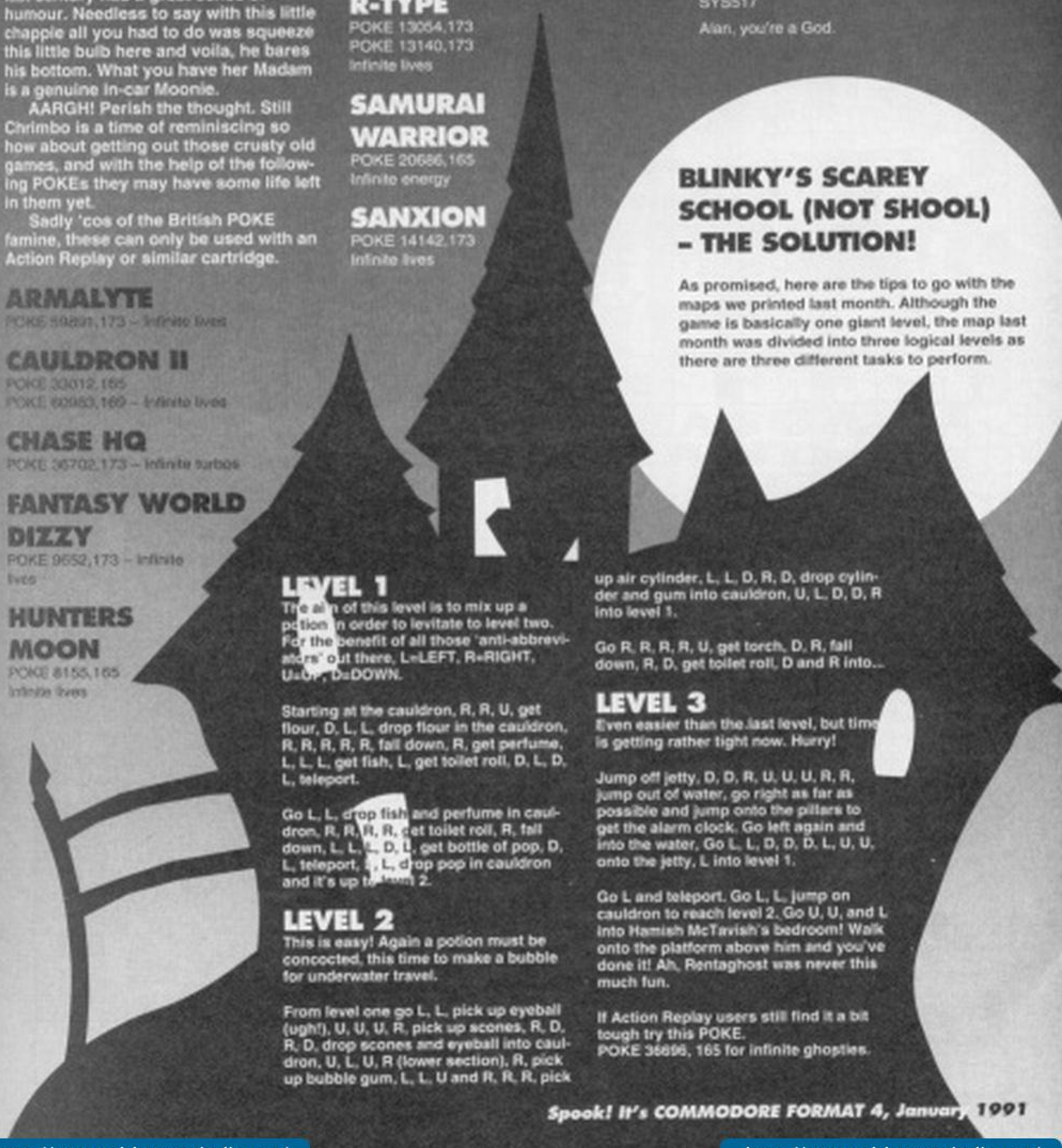
POKE 3030,173 – Infinite time
POKE 16365,0 – Infinite weapons
POKE 4133,173 – Infinite gyroscopes

TAU CETI

As Alan Bristow of Portsmouth has kindly pointed out, there was an error in line 30 of the Tau Ceti POKE in *CF2*. It should have looked like this:

```
30 IF C=5650 THEN POKE 157,128:
SYS517
```

Alan, you're a God.



BLINKY'S SCAREY SCHOOL (NOT SHOOL) – THE SOLUTION!

As promised, here are the tips to go with the maps we printed last month. Although the game is basically one giant level, the map last month was divided into three logical levels as there are three different tasks to perform.

LEVEL 1

The aim of this level is to mix up a potion in order to levitate to level two. For the benefit of all those 'anti-abbreviators' out there, L=LEFT, R=RIGHT, U=UP, D=DOWN.

Starting at the cauldron, R, R, U, get flour, D, L, L, drop flour in the cauldron, R, R, R, R, R, fall down, R, get perfume, L, L, L, get fish, L, get toilet roll, D, L, D, L, teleport.

Go L, L, drop fish and perfume in cauldron, R, R, R, R, get toilet roll, R, fall down, L, L, L, D, L, get bottle of pop, D, L, teleport, L, L, drop pop in cauldron and it's up to level 2.

LEVEL 2

This is easy! Again a potion must be concocted, this time to make a bubble for underwater travel.

From level one go L, L, pick up eyeball (ugh!), U, U, U, R, pick up scones, R, D, R, D, drop scones and eyeball into cauldron, U, L, U, R (lower section), R, pick up bubble gum, L, L, U and R, R, R, pick up air cylinder, L, L, D, R, D, drop cylinder and gum into cauldron, U, L, D, D, R into level 1.

Go R, R, R, R, U, get torch, D, R, fall down, R, D, get toilet roll, D and R into...

LEVEL 3

Even easier than the last level, but time is getting rather tight now. Hurry!

Jump off jetty, D, D, R, U, U, U, R, R, jump out of water, go right as far as possible and jump onto the pillars to get the alarm clock. Go left again and into the water, Go L, L, D, D, D, L, U, U, onto the jetty, L into level 1.

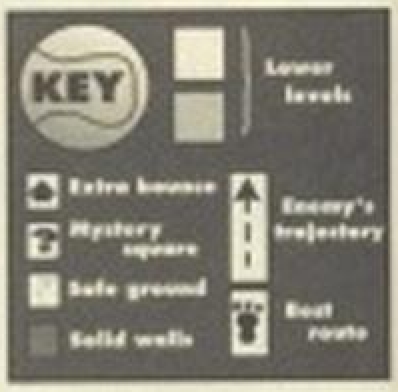
Go L and teleport. Go L, L, jump on cauldron to reach level 2. Go U, U, and L into Hamish McTavish's bedroom! Walk onto the platform above him and you've done it! Ah, Rentaghost was never this much fun.

If Action Replay users still find it a bit tough try this POKE.
POKE 36696, 165 for infinite ghosties.

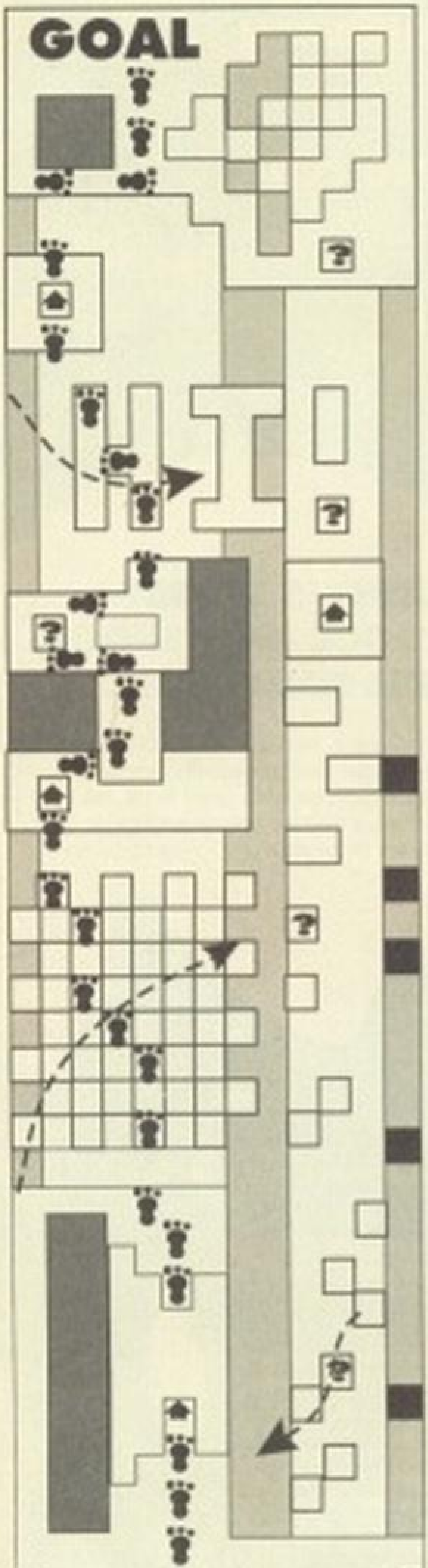
http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

BOUNDER

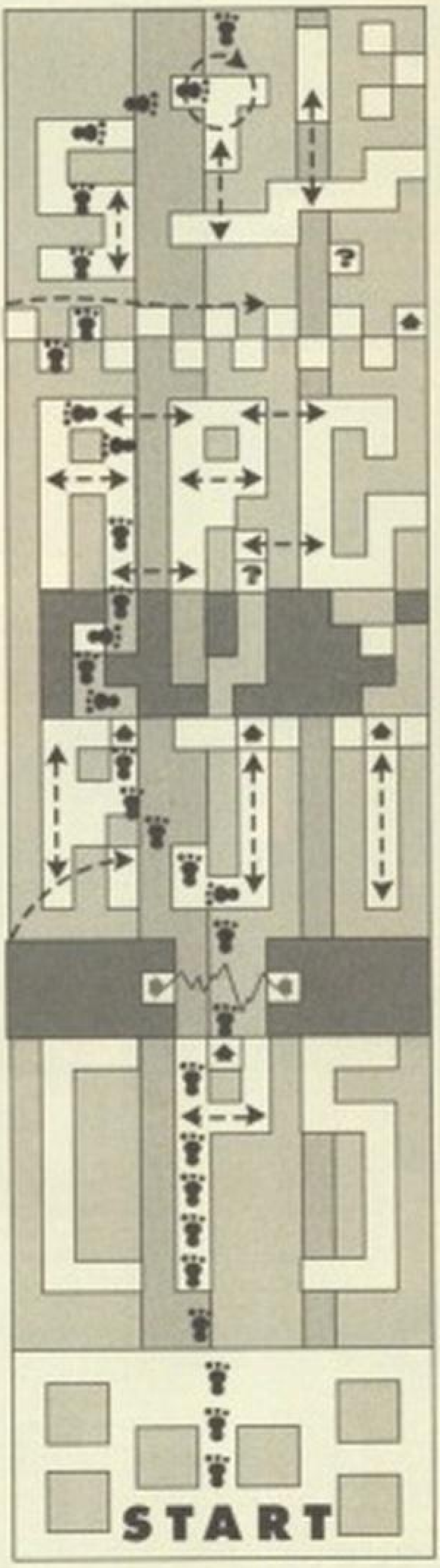
You lucky, lucky people. A complete copy of Bounder on the cover tape can't be bad, but it is an incredibly difficult game. So in an act of kindness we drew maps of the first two levels to get you started

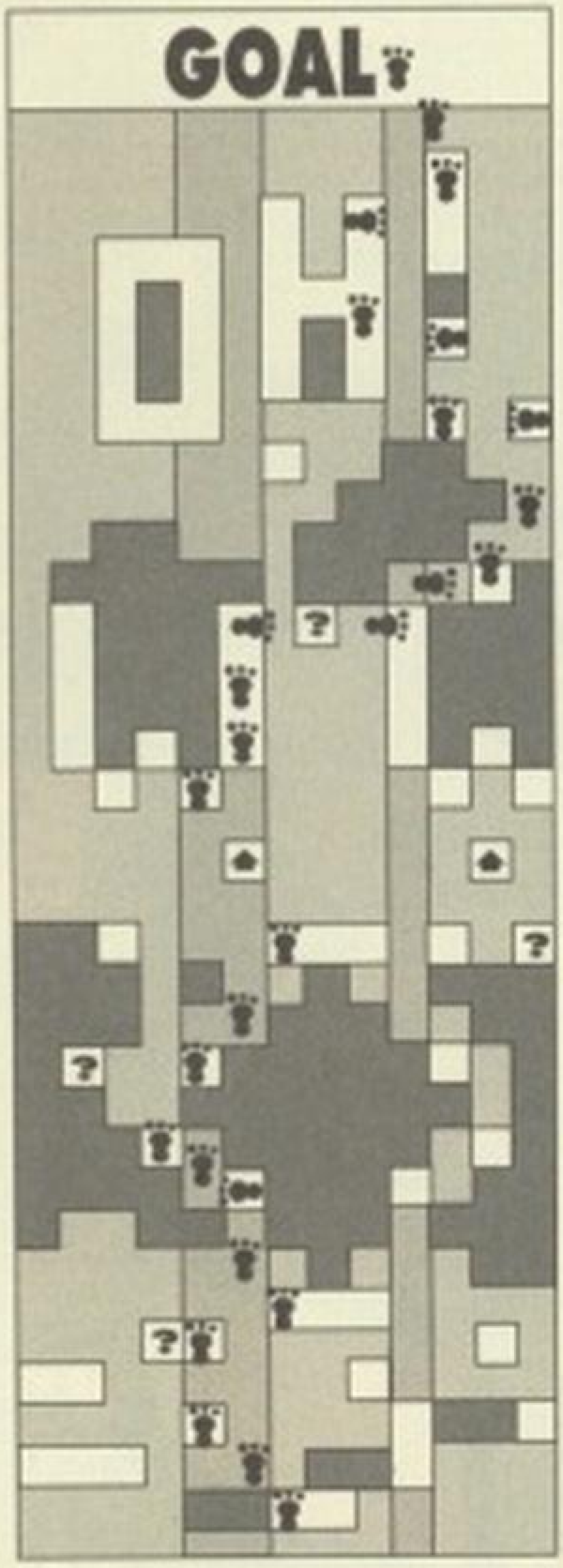

KEY
Lower levels
Extra bounce
Mystery square
Safe ground
Solid walls
Enemy's trajectory
Best route

Level 1



Level 2





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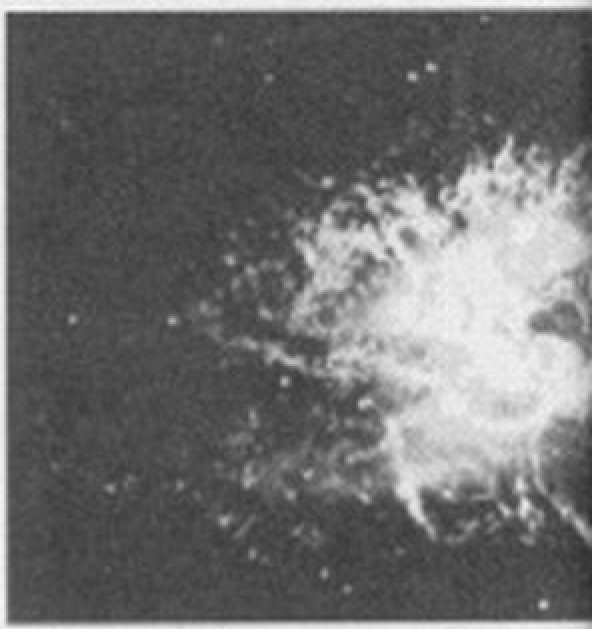
A selection of some all-American artwork which you can find on Compuserve. Some of it is topical, all of it is good. Perhaps you could display your pixel painting prowess to 64 users half a planet away



GOING ON-LINE

You've got the computer, you've got the modem and you've got the software, now it's time to really use it. If you've wandered around the British networks, you might feel the need to spread your wings. Andy Hutchinson, seeks out the all-American experience which is Compuserve

There's something enticing about logging onto a foreign computer. Maybe it's the promise of all that tasty software or the allure of chatting to people of another nationality. In these hi-tech days of satellites and powerful computers, it's easy to get in touch with America (or indeed anywhere) and it needn't cost you the earth.

Compuserve is a massive American computer network. People all over the States uses it as an information resource and as a means of sending electronic mail. There are many advantages in getting on-line to America.

HOW DOES IT WORK?

Right, so you want to get in touch with an American computer. The obvious question relates to the cost of the phone call. The answer is that you don't actually phone the United States. You phone a British computer and that speaks to a satellite which connects you to Compuserve, thus you pay a local phone bill plus on-line charges. As a British user, the network you connect to, to get on-line, is called Istel.

There are local access points (called nodes) up and down the country from Portsmouth to Teeside. So you call up the local node and enter an ID checking screen. Once you've been verified as a legitimate user, you can go wandering.

COMMODORE ART/GAMES FORUM LIBRARIES MENU

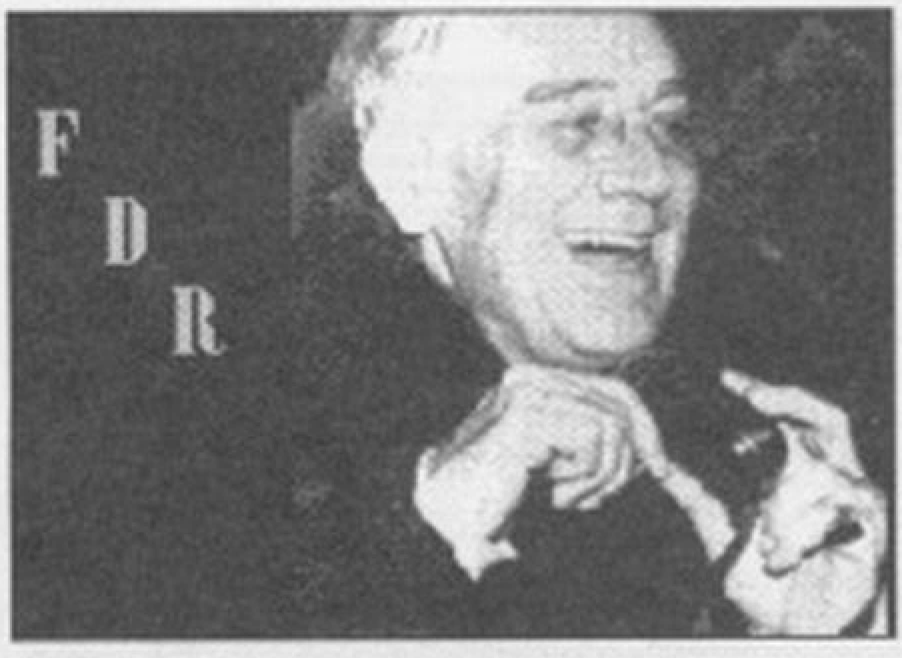
1 Help/Data Lib Tools
2 Classics Plus
3 Sids TN Stuff
4 Music Util/Demos
5 Baroque & Before
6 Binary Brushworks
7 'Peeks' & Pix Group
8 Arcade/Action Games
9 Adventure Games
10 Graphics Util & GIF
11 Board/Card/Ed Games
12 CAD & FIGUREs/RLEs
13 GEOS in General
14 Pixel Perfect & RLE
15 GeoPaint Gallery
16 TV/Movie/XMAS & RAW

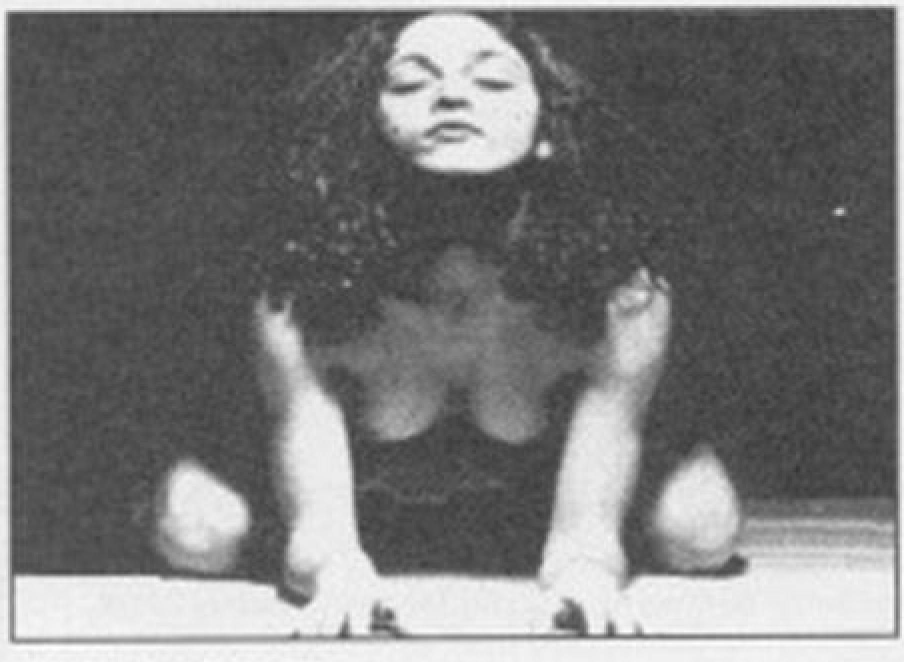
COMMODORE COMPUSERVE

There are a wealth of interesting sections of direct interest to you. Compuserve is made up of a series of forums, special interest groups if you will, which have information specific to one subject. There are six Commodore forums and none of them cost a penny once you've paid your subscription charges.

Arts and Games Forum
This forum is absolutely jam packed with files for your 64. Cheats, grabs, games, music, it's all in here. When you access this section you choose which library you wish to enter and then you can just browse through the files. If you see something you like you can download it. What's more, new files appear in the libraries every day, so there's always something interesting to look at.

Communications Forum
This forum is of particular interest. All the latest file transfer programs and





COMMODORE FORMAT 4, January 1991's – brrp brrp brrp brrp busy line

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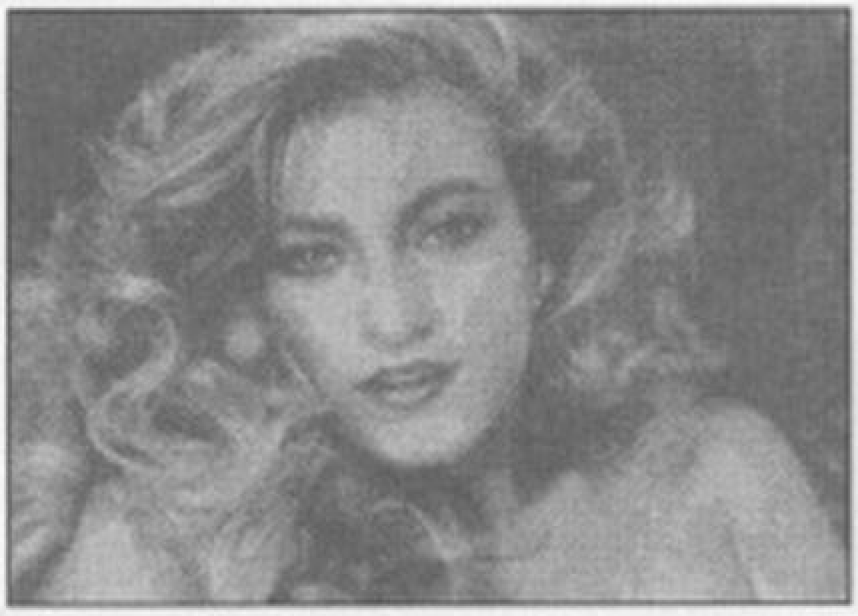
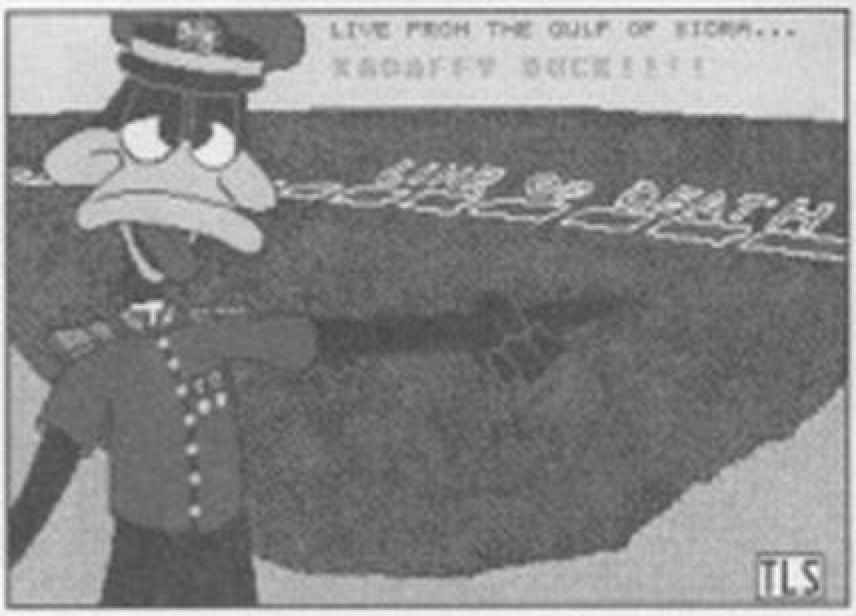



LIVE FROM THE GULF OF SIDRA...
KADAFFY DUCK!!!!
LINE OF DEATH
TLS

terminal emulators are uploaded here. You also get news and information about hobbyists' bulletin boards in the States. Contacts leave notes in the message base, so you can get in touch with communications fans on the other side of the atlantic.

Commodore Newsletter
It's easy to forget that CBM are actually an American company. As a result a lot of the interesting news crops up over there. This newsletter has all the information which is pertinent to you. Items such as new machines, games and plans for existing computers are detailed in here and it's all updated every week. It's a hive of activity and no mistake.

Programming Forum
Any queries you may have about getting the most out of your 64 can be solved here. Problems with assembly code, Basic, Pascal or any other popular languages are detailed and explained. Notes left on the message board get answered by other experienced 64 owners who have encountered the same problems themselves.

Service Forum
This section is actually run by Commodore themselves. This means that you can speak directly to the people who manufacture your machine. They have an on-line representative who deals with queries about Commodore, so if you feel that your machine is under supported over here, you can tell them directly.

Users' Network
Hobbyists run this section, it's by users, for users. Lots of information about games, utilities and hardware are listed. What's more, because it's written from the user's point of view, you're likely to get a far more balanced view of C64 life. Once again the message base is well worth checking out.

COMPUSERVE NAVIGATION

Getting from one section of Compuserve to another is simple. You use the RGOS command and then an abbreviation of the forum name. For example you could type RGO CBMARTS to go to the Commodore Arts and Games Forum. To download something, you simply type in RDOWNLOADS and to log off you type RBYES: it's all very intuitive.

Compuserve Costs
To join Compuserve you pay a one-off fee of £19.95. This will mean youUre a subscriber. You then pay $12.50 (about £6) an hour for use of Compuserve and $9.50 (about £4.75) an hour for the use of the Istel gateway. On top of that of course you've still got to pay the cost of the phone call to your local node.

END TRANSMISSION

Before I log-off for this issue, I'just want to mention the panels included in this article. They show you some examples of message screens and options available on Compuserve. The pictures have all been down-loaded from the C64 GeoPaint gallery section.

> ***New files appear every day so there's always something interesting to look at***

AN EXAMPLE OF ONE OF THE FILES IN LIBRARY 3

[76667,3323]
BENNIE.BIN/binary 07-Nov-90 7680
Accesses: 3

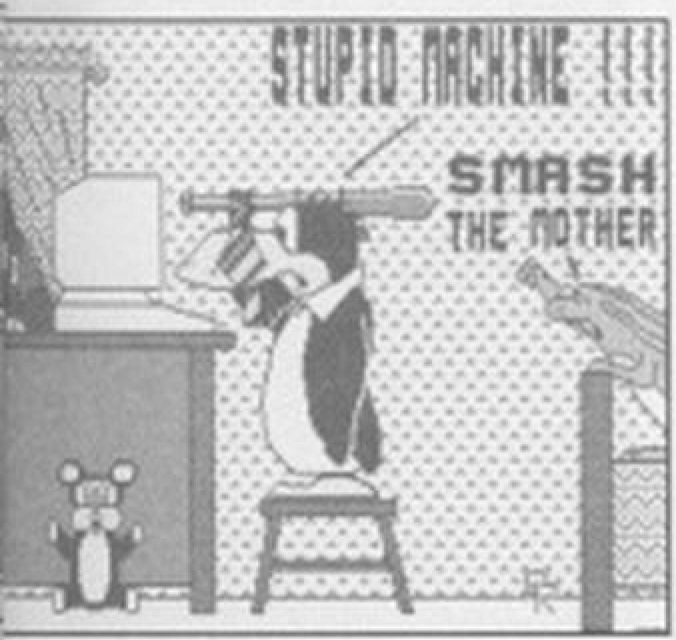
Title: SID P RBennie And The JetsS P
Elton John
Keywords: SID STEREO WORDS
SINGALONG
.MSW ELTON JOHN BENNIE
AND THE JETS
NOV1990

This is a stereo SID of Elton John's Bennie And The Jets. Download as a msw file then Load and Run to dissolve into .mus, .str and .wds files.

AN EXAMPLE OF A MESSAGE LEFT IN THE FORUM

#: 23846 S13/GEOS in General
03-Nov-90 00:53:34
Sb: #23710-#C64 labeling program?
Fm: Fred Clay 73467,2332
To: Bob Clemens (Roch. NY) 76337,3532 (X)

You might try Multilabel (I think the latest version is 2.5). It works under Geos, and you can print and store multiple labels up to about 150 at a time. It uses any font up to 18 pt. size, and can access them from any disk drive. You can also do graphic labels in GeoPaint and import them to Multilabel. It is available on Geoworld disk #24.



Reveal your machine's secrets with...

INSIDE INFO

High res graphics fun, secret passwords for your programs and a high-tec peripheral competition are all diagnosed fit for your Commodore by the man with the soldering iron shaped head, Paul Lyons! Hurrah. Take it away, keyboard captain...

SIMPLE SOUNDS

In a not too distant Inside Info we will be taking a long look at the C64's sound capabilities: what they are; what they can do and how to use them (so if you have any interesting sound routines, send them in now). By way of kicking the subject into touch here's a short program from **Andrew Porter** of **Darley Dale** that will play ascending musical scales. The notes themselves are held in alternate DATA statements and a quick look at the C64 manual will tell you what those notes are and how to change them to play other notes.

```
5 REM ** MUSICAL SCALES **
6 REM ** BY ANDREW PORTER **
7 FOR L=54272 TO 54296:POKE L,0:NEXT
10 POKE 54296,15
20 POKE 54277,7:POKE 54278,133
50 READ A
55 IF A=-1 THEN END
60 READ B
80 POKE 54273,A:POKE 54227,B
85 POKE 54276,17
90 FOR T=1 TO 250:NEXT:POKE 54276,16
95 FOR T=1 TO 50:NEXT
100 GOTO20
110DATA 16,195,18,209,21,31,22,96
120DATA 25,30,28,49,31,165,33,135
999 DATA -1
```

HIGH RES GRAPHICS

Most of us have experimented with low-resolution graphics and sprites but few people play about with the high-resolution capabilities of the C64. This interesting little program comes courtesy of **Andy Smith** from **Tamworth**. The program is basically in three parts. The first is a subroutine that clears the memory to be used and the screen. This is at 11000-11100. The second section does the actual plotting of the points on the screen. This is at 12010-12040. The final part is a sample program which ties both previous parts together. In the this sample program a spiral is drawn. Then, after a pause, the screen clears and the spiral is drawn again.

If you wanted to use this method of drawing your own shapes and high-resolution graphics on screen, type in the first two parts and change lines 20-40 in the final part. These lines specify where the program places the dots. Changing line 20 to read FOR T=1 TO 100, means the program will only draw 100 dots on screen before resetting and drawing again.

START EXPERIMENTING HERE

Changing anything in the lines 30 and 40 will change the shape of the plot. Try changing the /10 at the end of the lines. Making the 10 on line 30 a smaller number than 10 will create a squashed spiral that is wider than it is tall. Making the 10 on line 40 a smaller number than 10 will create stretched spiral that is taller than it is wide. If you think this is too simple try these:

- Change the program to draw a different coloured spiral each time.
- Change the program to draw a single, closed circle.
- Change the program to draw a single closed square.
- Change the program to draw random patterns or even random regular patterns or...

The first bit...

```
11000 REM ** CLEAR MEMORY AND SCREEN **
11010 POKE 53265, PEEK(53265) OR 32
11020 POKE 53272, PEEK (53272) OR 8
11030 BM=8192
11040 FOR U=BM TO BM+7999
11050 POKE U,0
11060 NEXT U
11070 FOR U=1024 TO 2023
11080 POKE U,13
11090 NEXT U
11100 RETURN
```

...the second bit...

```
12000 REM ** PLOT ROUTINE **
12010 BY=BM+320*INT(Y/8)+8*INT(X/8)+(Y
AND 7)
12020 BT=7-(X AND 7)
12030 POKE BY, PEEK (BY) OR (2<UPAR-
ROW>BT)
12040 RETURN
```

...the final bit...

```
1      REM **HIGH-RESOLUTION GRAPHIC
PLOT **
2      REM ** BY ANDY SMITH **
10     GOSUB 11000
20     FOR T=1 TO 1000
30     X=160+T*SIN(T/10)/10
40     X=100+T*COS(T/10)/10
50     GOSUB 12000
60     NEXT T
70     FOR W:1 TO 1000:NEXT W
80     GOTO 10
```

VFL COMPO

Flushed with Inside Info's favourable review of their VFL video fast loader, Dacol Electronics have decided to give FIVE of these babies away for free!

This whizzy device has a freeze button so you can make backups of your favourite tape games (or slow-load disk games come to that!), a reset button for entering POKEs ('Invaluable,' says Andy Dyer) and a triple error correction system to ensure trouble-free loading and saving.

So, if you want to save over a thousand games on one E240 video tape and load a full 64K game in 3.5 seconds, simply answer the following question:

How long does an E240 video tape last when played at normal speed, in seconds?

Write your answer, together with your name and address on a postcard or sealed envelope and send it to: VFL Fast Compo, Inside Info, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

If you can, please include your telephone number and a description of the VIDEO socket on your VCR (phono, BNC or SCART). OK? Right, get thinking and make sure your entry hits the *CF* offices by 20th January. 'Meanwhile, Merry Christmas.'

PASSWORD PROTECTION

Every now and again we get a really clever solution to a problem, from someone who has taken an entirely different approach and come up with an entirely different way of solving the problem. This particularly really clever solution comes (yet again) from Andy Smith.

Dear Inside Info,

Have you ever wanted to protect your precious programs? Have you ever invented a password system that anyone can break into? Has your password stuck out like a sore thumb in your program?

If the answer to any of these questions is 'Yes', try this short and simple subroutine below. Teh beauty of this password system is that the codes are random. 'Ooer, a random password system,' I can hear you saying. 'That sounds a bit duff.' Well all is not as it seems...

```
5  REM ** PASSWORD PROTECTION BY ANDY
SMITH **
10 FOR R=1 TO 6
20 FOR C=1 TO 5
30 READ C$(R,C)
40 NEXT C
60 NEXT R
70 DATA S,Z,U,EF,E
80 DATA T,AB,R,K,N
90 DATA CD,Q,D,B,G
91 DATA C,V,O,GH,A
92 DATA M,F,I,J,L
93 DATA P,X,Y,W,H
94 R=INT(RND(0)*6)+1
95 C=INT(RND(0)*5)+1
96 PRINT "WHAT IS THE PASSWORD FOR ROW
";R;", COLUMN ";C
97 INPUT A$
98 IF A$=C$(R,C) THEN PRINT "YOU ARE
CLEARED FOR ACCESS"
```

If you run this program you will get the message WHAT IS THE PASSWORD FOR ROW 3, COLUMN 2, for example. Every time you run the program you will be asked for an entirely different row and column number. To get the correct password you simply read it off of the table above.

ROW	COLUMN 1	2	3	4	5
1	S	Z	U	EF	E
2	T	AB	R	K	N
3	CD	Q	D	B	G
4	C	V	O	GH	A
5	M	F	I	J	L
6	P	X	Y	W	H

Read across the row, then down the column. Enter the correct code and you will be given access to the correct program. Breaking into the program to look for the password is of no use as the machine will choose a different code at random every time the sub-routine is called. If you wanted to make the system even more difficult to crack you could change the program like this:

```
98 IF A$=C$(R,C) THEN PRINT "YOU ARE
CLEARED FOR ACCESS":GOTO 100
99 SYS 64738
100 REM ** CONTINUE PROGRAM AFTER HERE**
```

If the wrong password is entered this will automatically reset the C64. Sneaky, eh? Of course, you could change the passwords to suit your own needs simply by changing the DATA statements. As you can see, the letters are set out in the DATA statements as in the grid. This is mainly to make life easier in terms of the for the programmer to read. When you do change the DATA statements make sure that you have the same grid as the new data. The great thing about the program is that you have not got the problem of seeing the password in the program like:

```
40 IF A$="PASSWORD" THEN...
```

For a more complex code you could make a bigger grid, remembering to change the 6 in line 10 to the new number of DATA statements and the 5 in line 20 to the new number of pieces of data on each line (each line of data must have the same number of pieces of data for the program to work).

To get out of the program type

```
<RUN/STOP> + <RESTORE>
```

But there's always more than one way to solve a problem and **David Wallwork** wants a specific kind of password program...

MORE TAPE TESTING

Way back in Inside Info 1, I talked about aligning the heads on your C2N unit to improve its loading reliability. As well as talking about the commercial *Azimuth Head Alignment* programs, I also wrote about the way we do it at *CF*. **Ian Goffe** from **Codsall**, Staffordshire has written in with an interesting way to help align heads more precisely.

Dear Inside Info,

In reference to the section about head alignment in Issue 1, I have included a small but useful routine to enable the setting of the correct azimuth alignment to be achieved much more easily.

Once the routine is called (SYS 49152), playing a cassette whilst attempting to align the azimuth angle will 'amplify' the signal from the cassette, thus the clarity of the sound can be heard through the TV/monitor speaker. The clearer the sound, the closer to the correct alignment the angle is.

```
10 REM ** TAPE TEST ROUTINE-IAN GOFFE **
20 C=0: FOR L=49152 TO 49158
30 READ A:POKE L,A:C=C+A:NEXT
40 IF C<>5424 THEN PRINT "DATA LINES INCORRECT.":END
50 SYS 49152
60 DATA 120,165,1,41,159,133,1,162,0,142,17,208,138,157,0,212
70 DATA 232,224,24,208,248,160,15,162,0,173,13,220,41,16,208,6
80 DATA 140,24,212,76,25,192,142,24,212,238,32,208,76,25,192
```

PASSWORDS PLEASE

Dear Inside Info,

Please could you tell me the program that would let me type in a password but, instead of it showing on the screen, I want it to come up in stars (ie, instead of it showing "CACTUS" (that's the password), I want it to show "******"), so that the stars stay on the screen and anyone looking at the screen will not know the password.

David Wallwork, Elgin, Moray

After browsing through the thousands (well almost thousands) of letters that arrive every week here at *CF*, I could only find one letter with a password program, and it showed the letters on the screen. So I powered up the trusty office 128D, cracked my knuckles (ouch!) and sat down to run off a quick password program. Then I thought, "Hold on, this is a great idea for the next Inside Info Teccie Competition". So...

THE GREAT INSIDE INFO (ALMOST) CHRISTMAS COMPETITION...

...is to write a program to solve David Wallworth's dilemma. Remember, the program has to ask the user for a password and if they get the password wrong three times, the program will stop them going any further. Extra Brownie points will be given to programs that do extra sneaky things that will make the program completely secure like stopping the user from breaking into the program and reading the password; disabling the keyboard if the password is wrong; turning off the screen, making an alarm sound or well, anything you fancy. Just make it sneaky...

Since the last (or was it first?) Inside Info Teccie Competition was such a humongous success I thought I'd lay down a few simple rules (well, guidelines really).

THE RULES (WELL GUIDELINES, REALLY...)

1. A short program is a good program. Think about it. If professional programmers weren't economical with their code, software like *Turrican* would come on 47 disks...
2. A good program has good documentation. This means lots of REM statements, explanations of what POKE commands poke what and where, a list of what variables represent what, and so on. Okay, so software like *Turrican* probably doesn't contain REMs, but then it wasn't written for other people to read and understand. Remember, you're writing for thousands of other C64ers who may not be as much of a tech-head as you.
3. A good program works. This may sound a bit of a stupid thing to write down but I receive programs every week, that may seem good but when tapped into a C64 simply don't work. Most problems are caused by mistakes in copying the program off the screen, so double-check your work before you send it in (better still, print it out). If you send a disk or cassette in please send a listing as well (and if you'd like the cassette back, write your name and address on it).

Send your entries to:
Paul Lyons, Inside Information (almost) Christmas Competition, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW

LISSAJOUS FOR YOU?

And while we're on the subject of fancy graphics, I've had been sent this interesting little routine by **Andrew Gale** from **Weston-Super-Mere**. The program generates Lissajous on-screen. Lissajous are mathematically patterns produced by combining waveforms. This particular pattern is created by using two sine waves – the amplitude (height) of one controls the horizontal positioning of the point to be plotted and the amplitude of the other controls the vertical positioning of the dot. The two sine waves have different frequencies, and these are asked for at the beginning of the program. The frequencies given are in comparison to the other, so if X=1 and Y=2, then the Y sine wave frequency is twice that of the X sine wave. If you were to choose smaller numbers, the picture would be finer, but would take longer to produce.

There are a number of interesting patterns available, the simplest being X=1, Y=2. Other interesting ones are X=1, Y=4.5 and X=1, Y=2.2. It is possible to get a circle by having X=1, Y=1, but you will need to put the waves out of phase by making Y=180 in line 60.

If you want to alter the size of the pattern, you can alter the number 50 in lines 70 and 80 to a larger or smaller number (100 will fill the screen).

The program can also be used by more advanced programmers wanting to use high resolution graphics as the subroutine at 1000 turns on high-resolution graphics – the subroutine at 2000 plots a point on the screen; QX being the X-coordinate and QY being the Y-coordinate. (In answer to your other question Andrew, no program is too long, no routine is to short to be included in Inside Info. But if it really is long I'd appreciate a copy on tape as well as a print-out.)

```
0    REM ** LISSAJOUS **
10   REM ** BY ANDREW GALE **
20   PRINT CHR$(147)
30   INPUT "X FREQUENCY";ZX
40   INPUT 'Y FREQUENCY";ZY
50   GOSUB 1000
60   X=1:Y=1
70   QX=160+(50*(SIN(X*(6.28/360))))
80   QY=100+(50*(SIN(X*(6.28/360))))
90   GOSUB 2000
100  X=X+ZX:IF X>360 THEN X=X-360
110  Y=Y+ZY:IF X>360 THEN X=X-360
120  GOTO70
1000 REM
1010 REM ** SET UP HIGH RESOLUTIONSCREEN **
1020 POKE 53265, PEEK(53265) OR 32
1030 POKE 53272, PEEK(53272) OR 8
1040 FOR K=8192 TO 16192: POKE K,0:NEXT K
1050 FOR J=1024 TO 2024: POKE J,1:NEXT J
1060 POKE 53280,1:POKE 53281,1
1070 RETURN
2000 REM
2010 REM ** PLOT POINT **
2020 ROW=INT(QY/8)
2030 CHAR=INT(QX/8)
2040 LINE=QY AND 7
2050 BIT=7-(QX AND 7)
2060 BYTE=8192+(ROW*320)+(CHAR*8)+ LINE
2070 POKE BYTE, PEEK(BYTE) OR 2 <UP ARROW> BIT
2080 RETURN
```

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Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, BA1 2BW Tel: (0225) 442244

Next month...

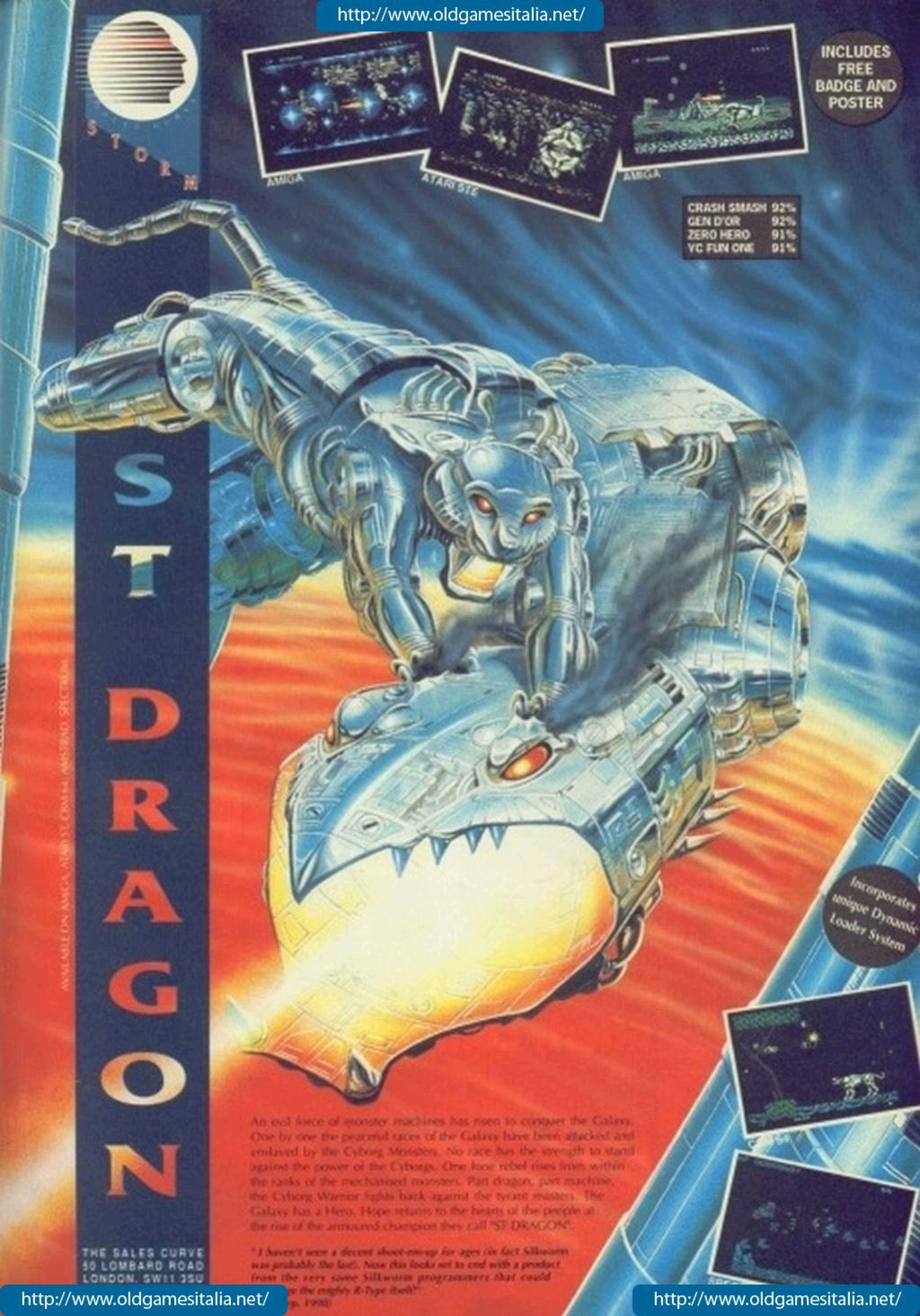
You might already be impressed by the quality of some of the stuff that Inside Info readers are sending but (cliché, cliché) you ain't seen nothin' yet. I've just been sent a couple of excellent utilities that are simply too long to list in the magazine, so (if the programs pass the intensive testing stage) next month will be the first to feature Inside Info programs on the tape.

Also I'll be printing the winner(s) in the first Tip Temptation competition back in Ish 2, so large and various have the entries been. So watch this space and keep those tips coming. The best contribution each month will get £20 worth of software from the *CF* mail order list (or a year's subscription to Inside Info with the rest of the magazine thrown in free...).

This month's winner is Andy Smith for his high-reolution routines and clever password system. (Andy, drop me a line and tell me what you'd like.)

WE WANT INFO

If you have any questions you want answering, tips for other C64 users, small but snazzy chunks of code or BASIC listings or just any odd but interesting piece of info about the C64 – we want it! Send your missives to: Inside Information, *Commodore Format*, 30 Monmouth Steet, Bath, Avon BA1 2BW and remember to provide us with your name and address. If you give us the goods, we'll do the same. There are prizes for the best tips, demos, listings or hardware projects sent in, so get busy! But remember, we can't reply to your questions personally so please don't send us those SAEs.



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"I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could
ge the mighty R-Type itself"
p. 1990)

THE SALES CURVE
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POW

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LEVEL
TIME
RETRY
x2

"Puzznic has some very
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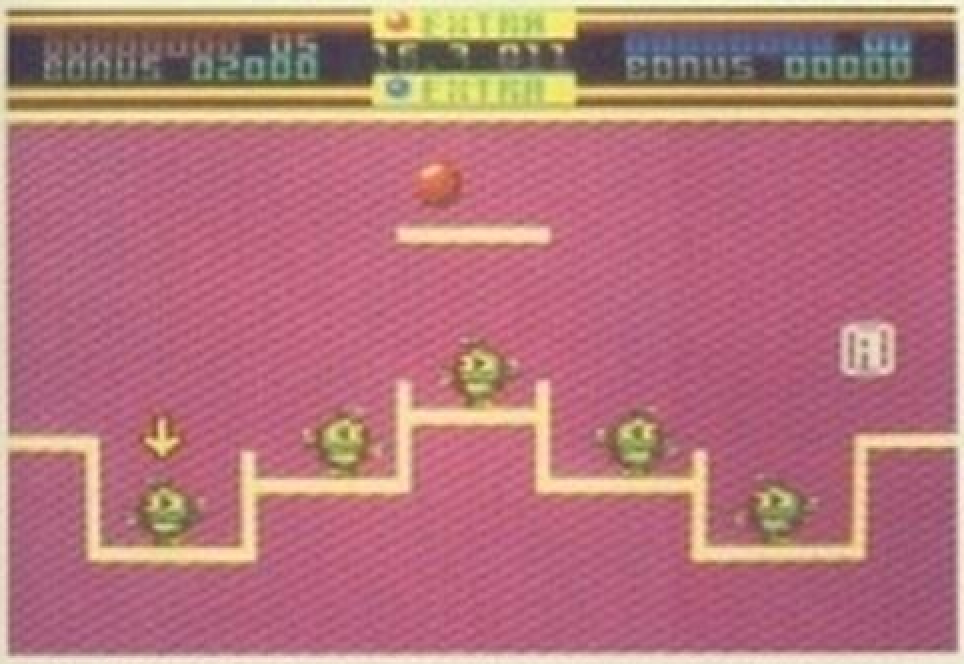
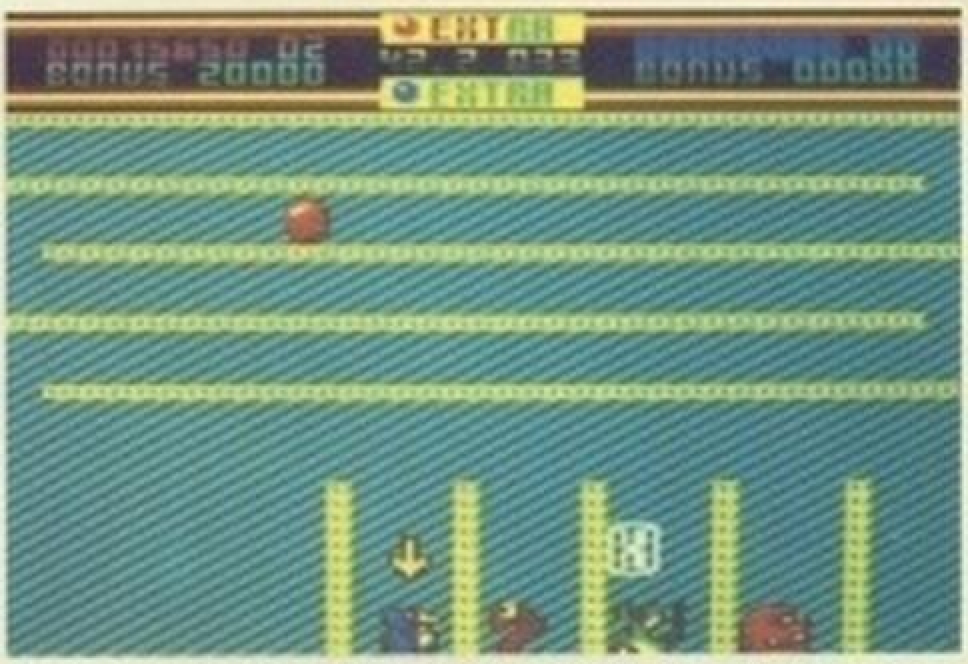
834 0650

AMSTRAD . COMMODORE . SPECTRUM

Call them anyt
but for gawd's sake not cute



That's the trouble with monsters y'know, you can't tell them apart. This screen is one of the easier ones. Get up a good bounce and just 'boing' from one box to the next



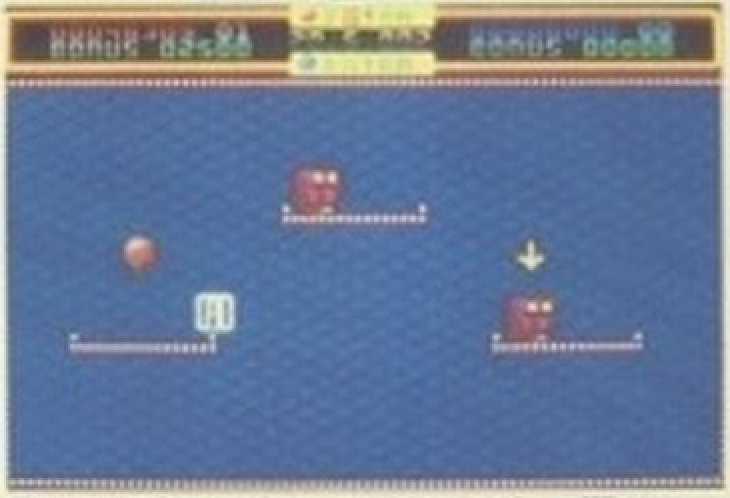
Yeah, so it looks like a piece of cake but with a drastically shortened time limit and restrictive boxes at the bottom, completion of this one will elude you for quite some time

HELTER SKELTER

The gaming market is currently swamped with games that are to technical brilliance what our deputy editor is to charisma *(thanks –Dep Ed)*. But strangely enough, almost all of these simplistic offerings are the most playable things we've had for ages.

Helter Skelter is no exception, you play the part of a small bouncing ball in dire jeopardy from a large number of cute-looking monsters who have amassed against him *(don't call them 'cute' – they're monsters –Ed)*.

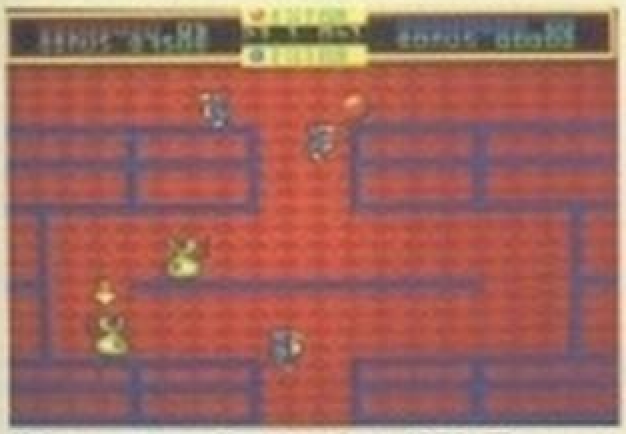
Pressing the fire button makes your ball bounce. To increase the height of the bounce you must keep pressing the fire button when the ball is on the downstroke, three presses should be enough to attain maximum bounce. With good timing you can also make the ball stop dead. All that remains is to control the ball's horizontal movement with left and right thrusts of your happywand *(I think he means joystick—Ed)*.



Three platforms, three monsters and a million ways to fail. If the beasts sub-divide on this level, it can take an eternity to even get near to finishing

The screens consist of a series of platforms. Some screens are wrap-around arrangements, others are sometimes surrounded by borders confining your bouncability. In each screen there are a number of 'call them anything you like but for Gawd's sake not cute' monsters, one of which sports a rather attractive arrow above its head (aim for this one first). When you bounce on its head it disappears and the arrow shifts to the next fiend, the ultimate aim being to rid the screen of all the monsters before the timer runs out.

If you hit the wrong monster it splits into two smaller monsters: not recommended.



Yuk, orange wallpaper circa 1970. The nasties drop down through this screen so just sit in the middle and wait for 'em

Some screens are mazes in which there's a stingy time limit and a monster right at the end. Only practised bounce masters progress beyond these. Random bonuses include skip-level, freeze monsters and time and attack monsters in any order.

Code words provided every ten levels allow you to skip screens you've completed before. A screen designer permits you to modify existing screens and save them to disk and there's a two-player mode.

Summing up, all I can say is that *Helter Skelter* has colourful and cute graphics, adequate sound and oodles of playability. End of story.

ANDY

Game	**Helter skelter**
Maker	**DoMark**
Cassette	**£10.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Nothing really new here, may disappoint owners of similar game types
- More could have been made of the graphics
- Sound is limited to simple spot effects

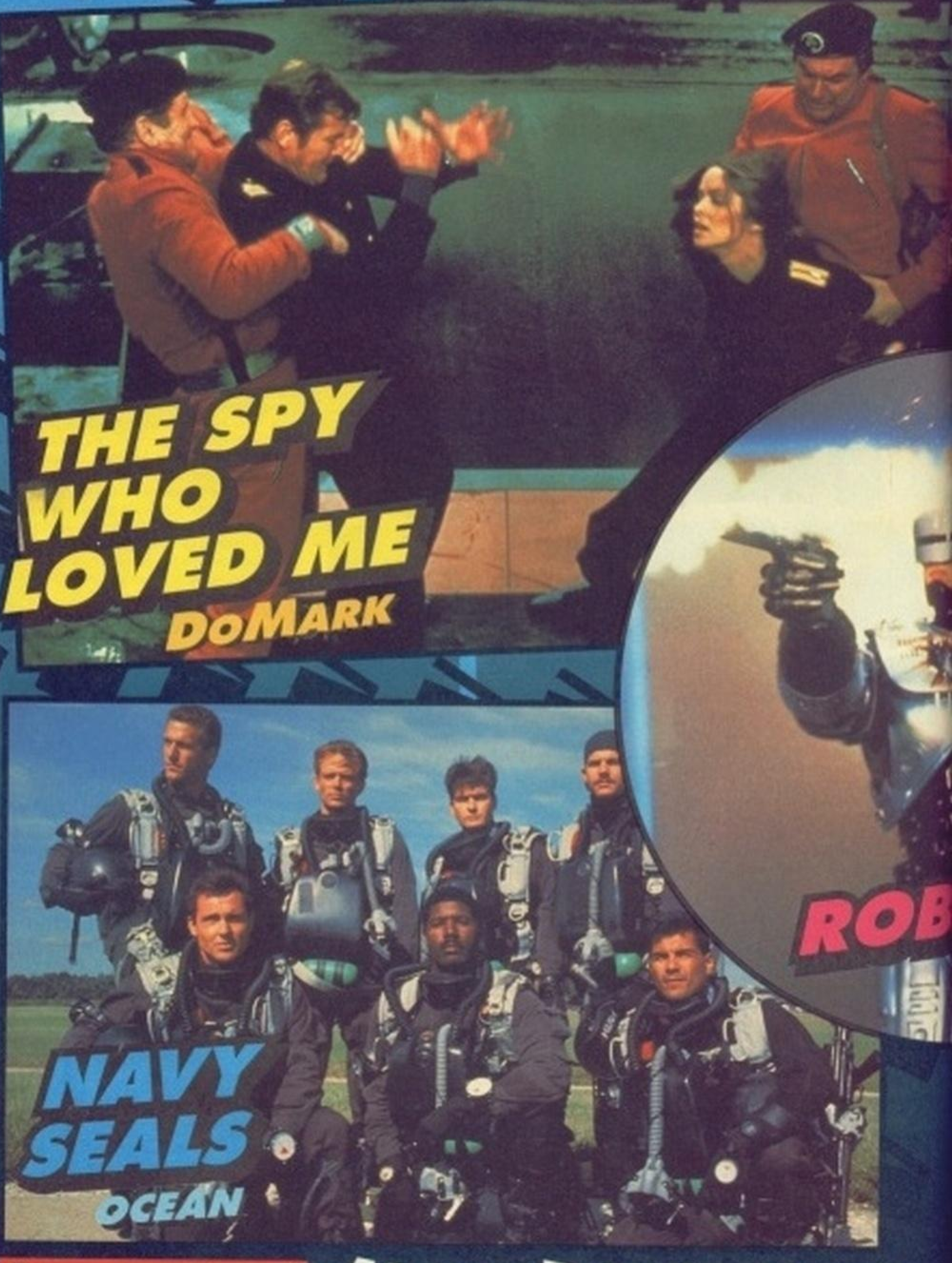
100

68%

0

- **The bounce of the ball is particularly effective as are the sprites of the monsters – almost cute**
- **Extensive screen supply and definable difficulty settings**
- **Sanity saving code system**
- **Screen editor gives it all extra mileage**
- **Two player mode makes it all the more fun to play**
- **Clever screen construction for just the right measures of sweet victory and bitter defeat**

...AND THE UPPERS



THE SPY WHO LOVED ME

DoMARK

NAVY SEALS

OCEAN

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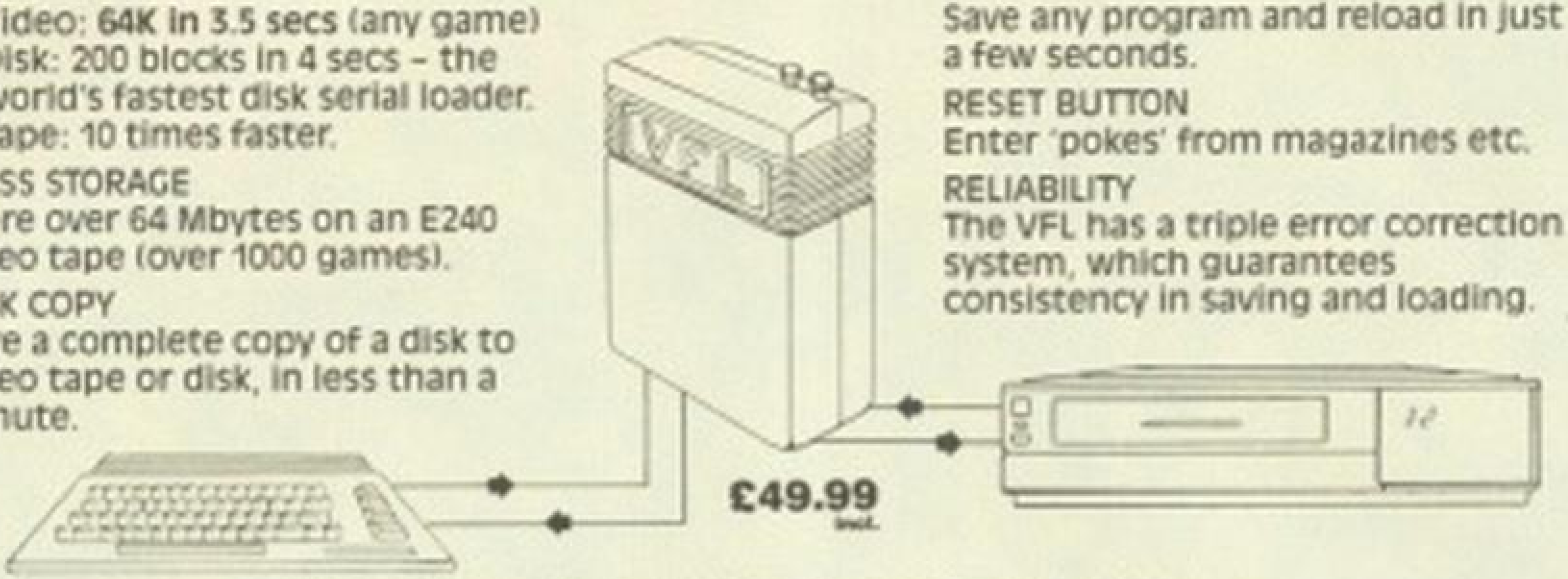

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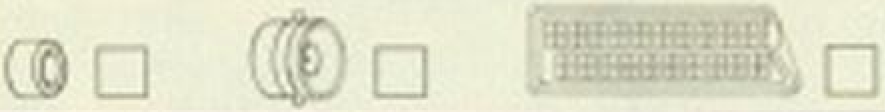
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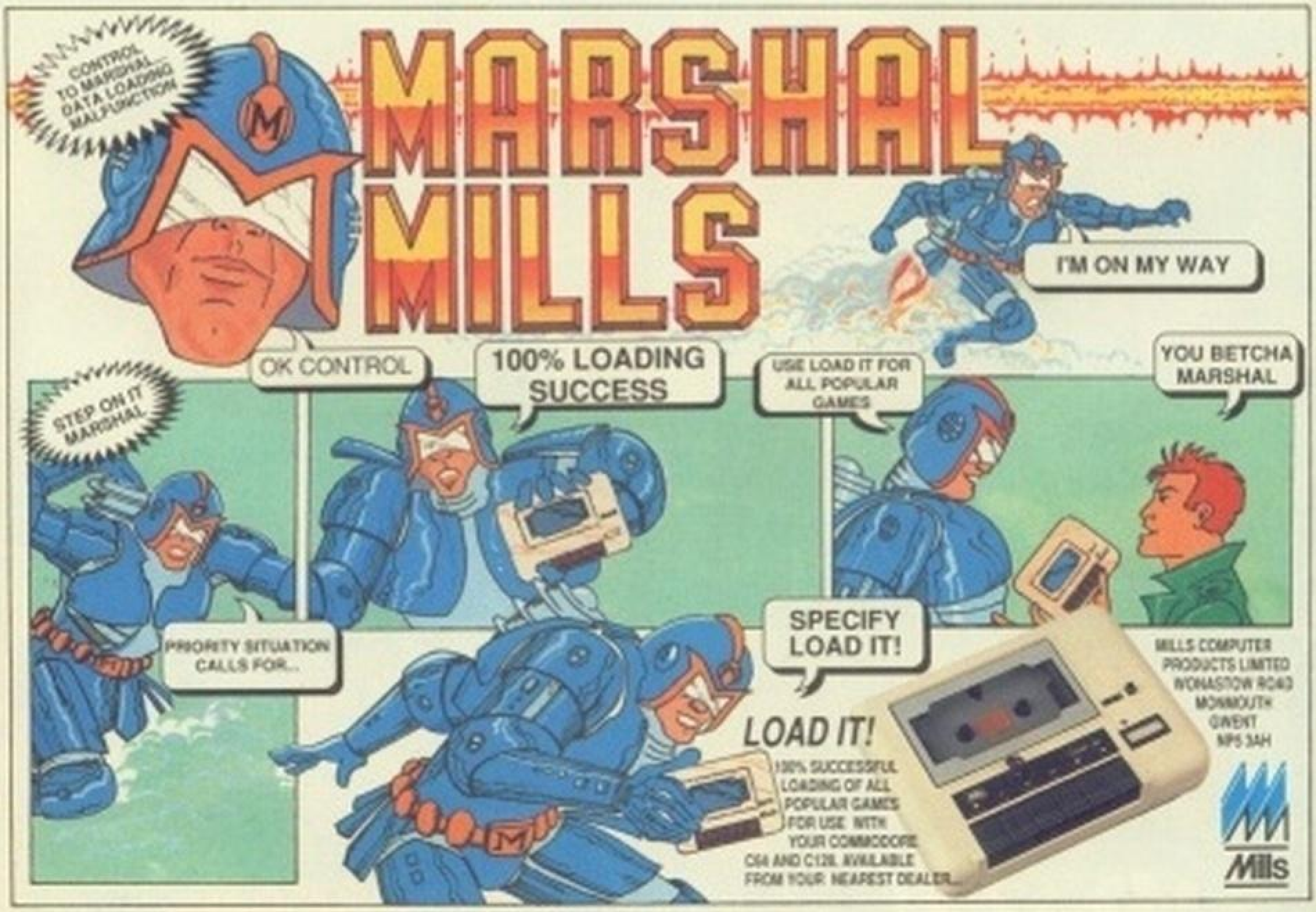
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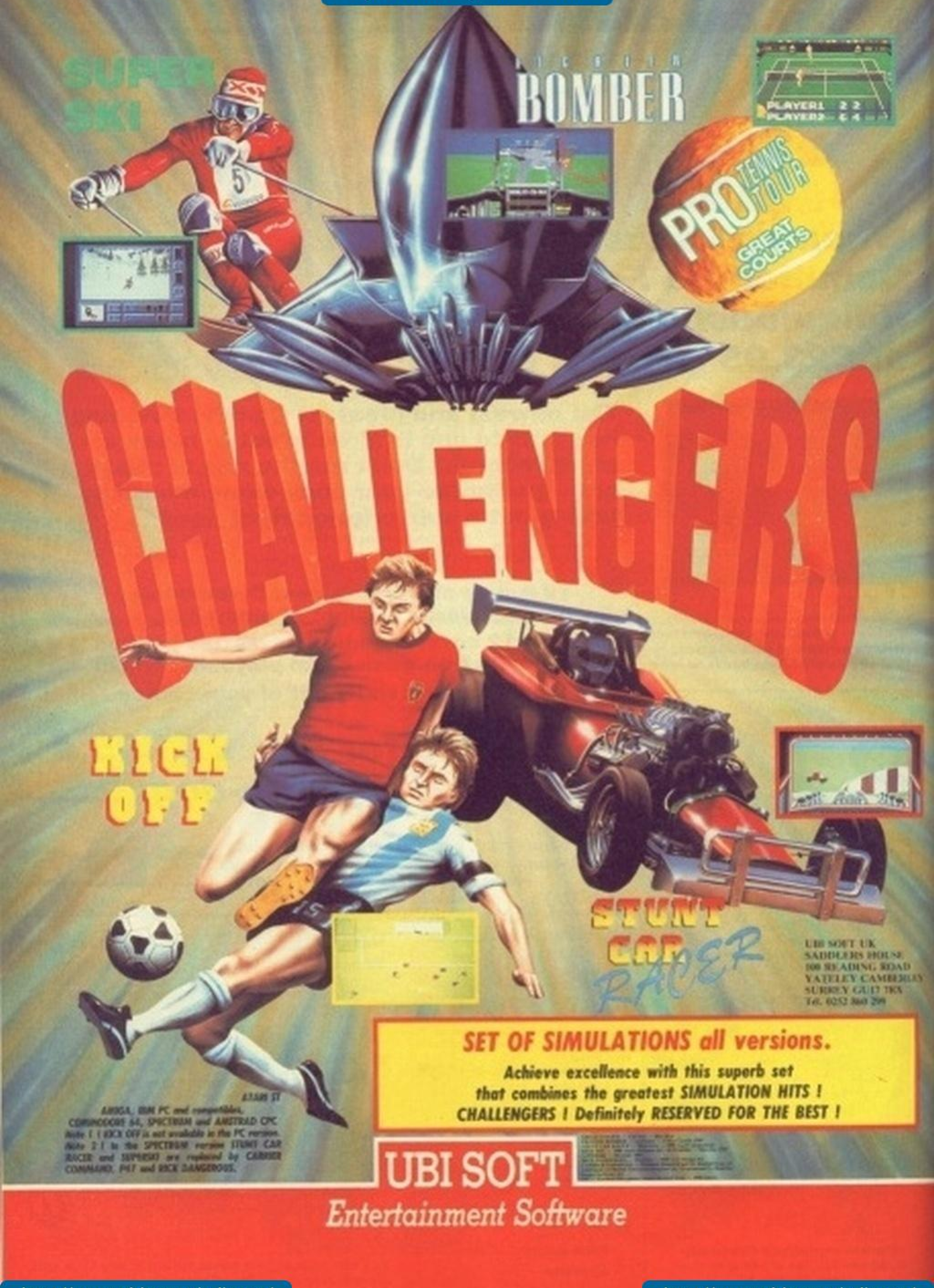
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The Mighty Brain

Why imagine anything at all when you can ask anything you like of The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW and maybe even get an answer

THUNDER AND TORNADOS

Dear Mighty Brain

1) What happened to the demo of *Days Of Thunder*?

2) Are there any cheap TV and video digitisers around for the C64?

3) Was the game *Twin Tornado* any good? If so, where can I get a copy on disk?

4) Can you get *F-14 Tomcat* on the C64? If so, for how much?

5) Am I the only Cornishman to write to you?

Jonathan Harcourt, Cornwall

1) It didn't.

2) Financial Systems Software Limited sell one through their mail order catalogue, called Video Byte v3. This pretty much covers everything you'd want from a video frame grabber and weighs in at a reasonable £79.95. For more details call FSSI on 0386 553153. Or wait for a review in a future CF.

3) Doctor Soft's Twin Tornado *is quite a 'fun' flight sim (for the average human, I suppose) which is best played one-against-one with two 64s and the special connecting cable. However, TT was originally released many years ago and apart from bargain buckets or a plea in the small ads, I wouldn't hold out much hope. Can anyone help Jonathan?*

4) Nope.

5) Not yet.

TMB

FUN AND GAMES WITH THE MIGHTY BRAIN?

O great and mighty one

Here's what I think of *Commodore Format*: The reviews are brilliant, the previews are highly informative, the Gauntlet is great and so is the letters section. But there was zero humour in The Mighty Brain. What I'm saying is come on you lads and lasses (no sexism in this letter) let's have some laughs in this little letters section.

I am glad to see that TMB hasn't entered (mysterious music) the nutter zone, where readers simply run out of original ideas and pretend to be other people (eg Teenage Mutant Ninja Turtles).

So remember the immortal words: watch out for low flying bananas. I'll have to end my letter now 'cause my pen's running ou...

Scott McKee, Suffolk

So, Cyberball isn't coming out on cartridge, is it? That may not be true...

Sigh. As long as letters like this keep coming in, it looks like my section will still have zero humour...

Teenage Mutant Brain

CF – THE MAG YOU CAN TRUST

Dear Mr Brain person

In *CF2* you said that the Domark game *Cyberball* would be coming out on cartridge. Well, according to my local computer shop, Domark have no intentions of releasing the game on tape, disk, cartridge or whatever! So please tell me: is it coming out on tape? If it is – WHEN? And how much? If it not – why not? (Maybe you could lean on them a bit...)

Oh yeah. Sorry, but there is one teensy weensy complaint that I've got about the mag. Why are there no adventure reviews or clues included? We aren't all mad nuke 'em freaks you know!

Ian Fleming, Peterborough

You should know by now that anything you read in CF you can trust implicitly. My leaning abilities aren't really up to much, as you'd expect from an amorphous blob of pure mind muscle, but the full review of Domark's cart-only Cyberball in this issue should more than answer your question.

The CF 'team' (I prefer the term 'vegetable patch') are quite happy to review adventures – except that so far no software houses have sent any in. Likewise, if anyone out there wishes to send in their adventure

tips and solutions, or ask for help with an adventure, Atom-Brain Dyer would be only too happy to include them in his so-called 'GameBusters' section. Well, he will if the Ed threatens him, anyway.
TMB

COMING SOON?

Yo, um brainy one! (TMB)
You wouldn't mind telling me when these games are coming out would you?

a) *Liverpool*
b) *Gremlins 2*
c) *Back To The Future III*
d) *Rick Dangerous 2*
e) *Robocop 2*
f) *Total Recall*
g) *Teenage Mutant Hero Turtles*
h) *Dick Tracy*

Jack Simpson

No problem:
a) Grandslam's official Liverpool *game should be kicking off early January.*
b) Gremlins 2 has been severely delayed. Next year – sometime...
c) Back To The Future III *is under development and should be released in January.*
d) Rick Dangerous 2 *should be in the shops by now.*
e) Robocop 2 *will be out not long after you read this...*
f) ... Swiftly followed by Total Recall.
g) Teenage Mutant Hero Turtles *is due out mid December.*
h) And finally, you can get your mitts on Dick Tracy *around the end of December.*
TMB

REAL SOUNDS

Dear Mighty Brain
Could you tell me if there are any C64 sound samplers other than Datel's Sampler 64?
Stephen Corry, Glasgow

Yep. For starters, there's Commodore's 64/128 Sound Sampler and Supersoft's Microvox Digital Sound Sampler. However, Commodore no longer manufacture the Sound Sampler and the Microvox is well pricey, so why not try scouring the small ads section of magazines like New Computer Express? Alternatively, some nice person could write in and help. Howsaboutit?
TMB

FREEBIE HOPEFUL!

Dear Brain
Are you going to be giving away free (yes, free!) the *Rick Dangerous, Rick Dangerous 2* or *Teenage Mutant Hero Turtle games*?
Anonymous

There's a slim chance we might feature these games on our cover – but not for a couple of years yet! In the mean time, you're just going to have to spend some money.
TMB

DO A STRIP

Yo! TMB
I have a few questions for you to answer:
1) How old is the Commodore 64?
2) Why don't you have a comic strip like C+VG or Computer Warrior from Eagle?
3) Will cartridge games ever be on budget?
4) Is *Metal Army* available for the C64?
5) Is *Barbarian* available still? I haven't been able to find it.
6) Will there be sequels to *Barbarian II, Turbo Out Run, Myth, Cabal* and *Forgotten Worlds*?
6$^1/_2$) Will there be an seventh question?
7) Are there any C64 games that have better graphics than the Amiga and Atari ST?
Daniel Cook, Southampton

I have a few answers for you to question:
1) About eight years. The C64 first appeared around 1982.
2) I did offer to star in a comic strip if people wrote in to say they would like one. We had an underwhelming response of one letter. I conclude that a) no-one really wants a comic strip, and b) all our readers have no taste.

3) It's a possibility – though 'budget' might mean a tenner instead of twenty quid.
4) Metal Army is an old Players budget game. If you're dead keen, Players can be contacted on 0734 817421, or at Players, 6 Mercury House, Calleva park, Aldermaston, Berkshire RG7 4QW.
5) Try the budget racks.
6) No, yes (Out Run Europa), *yes (*Dawn of Steel*), no, no.*
6 1/2) Will there be an seventh answer?
6) No... Oh, all right then.
7) Not really. However the ST can't cope with smooth eight-way parallax scrolling like in Turrican 2, *poor thing. The Amiga is pretty much unbeatable, but that doesn't necessarily mean that the games are any more playable (believe me, most of them aren't).*
TMB

DRIVING MADNESS

Most magnificent Mighty Brain
It shames me to bother your majestic and omnipotent self with this trivial and piffling question, but which disk drive should I buy for my C64? I have seen three packages which interest me, the first two involve the Oceanic 118N disk drive at £130 from Datel with an art package, and £110 from Microsnips. The final one is Commodore's own 1571 disk drive with the same software packages as the 64 and costs £130.

Could you in your all-knowingness give me details on the quality of the disk drives and information on any others of which you know, bearing in that infinite mind of yours that I can't afford more than £150.

I've seen cartridges but don't know whether they can handle games such as *Pool Of Radiance* and *Sim City* since (I presume) they can't save. And are roleplaying games from SSI etc. ever going to be put on cartridge, eliminating my need for a disk drive?

I'm also sending a letter such as this to other magazines to make sure it's answered.

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Please Mister (or Missus) Newsagent, reserve my copy of *Commodore Format* each month because life is difficult enough as it is and I'd hate to miss a copy.

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Life is hard for mere mortals. All sorts of generally grim things have a habit of happening. If that thought isn't bad enough, think on this one. You're a mere mortal. That's why you should protect yourself from one of the worst fates that could befall you – finding that *Commodore Format* has sold out. Make life as easy as possible by filling out this form and handing it to your fave newsagent.

The first to print it receives my undying support for evermore.

Ask that Sean Masterson person to give me some Games Workshop stuff as everyone around my way has become bored with my current games.

Andrew Millar, Belfast

Disk drives eh? Well to be quite honest, there's not an awful lot between the two types with regard to their disk-driving capabilities; the main differences come with size and price. Certainly Commodore's latest games 'n' drive bundle sounds like a good deal if you don't possess those games already. If size is important to you (stop sniggering Andy – TMB) then the Oceanic takes up a lot less room – and is less noisy to boot (excuse the pun). My best advice is to buy as cheap as possible and buy a fastload cartridge with the spare cash!

RPGs and titles which require save games can be serviced by using a battery back-up. A small watch-style battery is incorporated into the cartridge and sustains a small memory chip, allowing you to carry on from where you left off. However, at the moment these are rare and expensive – don't give up on the disk drive idea just yet!

Whether your letter was printed or not, surely the loyalties of any sane person should lie with CF by now?

With regard to your last point, the Masterson creature assures me that you would be better off not role-playing with currants anyway – no wonder your mates are bored. If you persist with dried-fruit gaming, he offers these as potential winners: Dungeons and Dates; Warsultana (and of course, Warsultana 40,000), Dark Raisin and the future sport game, Fruitbowl. From America (where citrus gaming is very popular, fresh and often served with ice-cream) you can try Cyberfruit and Buck Pinapple in the Twenty-Fifth Fruit Salad. Sean assures me that you'll know exactly what he's talking about – though you'll probably be the only one who does (agreed – that's enough fruitiness for one issue: Ed). Must go now, simpletons. If you want a brain like mine, tough, but check out the imitation on the right, for a laugh. Ciao.

TMB

Each month, The Mighty Brain awards a £20 mail order voucher to the letter whose answer drains his mental energy the most. This month's winner is Jos Harrison of Bristol...

NEW KID ON THE BLOCK

Dear Brain

As a newcomer to the world of the 64, I bought every magazine connected with it and you'll be pleased to know that *CF* is the only one worth reading. Meanwhile, can you answer some questions?

1) Are you going to review old games for those of us who missed them first time?

2) What's the origin and meaning of the word POKE?

3) Are you going to give tips for 64 beginners?

4) I am 29, an independent reader, quite sensible and I still like *CF*. Is this unusual?

5) My four-year-old son thinks you are a relative of Krang. Is this true?

6) Why do people number their questions?

Jos Harrison, Bristol

6) I don't know but I'll answer with a non-numerically structured reply. Reviewing old games would use up space needed to review new titles – and I'm sure you wouldn't like that! Our A-Z of classic C64 games should help.

POKE and PEEK are simply names which programmers chose to be completely descriptive of what they do. POKE is used to 'push' a number into a memory location, and PEEK looks at a number in a location. Their origin may stem from pre-electronic computational devices where memory was a series of pigeon-holes. Values were put in by hand (poked in) and to see what they were you simply looked (peeked).

Phil South has been beavering away on a BASIC tutorial which should start next issue. Your age and high opinion of CF is quite odd. The Editor is a mammoth 28 years old (only just! – Ed) and hates the magazine. Still, you can't blame him with the staff he's got. And finally, Krang and I are not related. However, we are kindred spirits in one respect – we're both sick of those flamin' Turtles!

TMB

Make your own Mighty Brain badge

A Step by Step Guide to Making Mighty Brain Fashion Accessories

If you feel undying gratitude towards *CF*'s own figurehead and would like to show your allegiance to the Universe's greatest mind, why not make yourself a Mighty Brain badge. Looks smart, impresses girlies and breaks the ice at parties...

Step 1 – Using a suitably heavy instrument (we found a stapler to be perfect), attempt to cleanly crack a fresh walnut

Step 2 – And ther– blast! OK, fine, now try again an– Aargh! Hell's teeth Andy where did you get these crap walnuts! (Repeat Step 1 until you get a clean half nut.)

Step 3 – At last! Now take that sucker and spray it a nice pinky-grey brain colour. While it dries, cut out a circle of card and inscribe a suitable Mighty Brain slogan.

Step 4 – You can now use your trendy and decorative adornment as a badge or brooch. Don't, however, staple it to your ear like thicky Dyer decided to do...

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EDUCATIONAL

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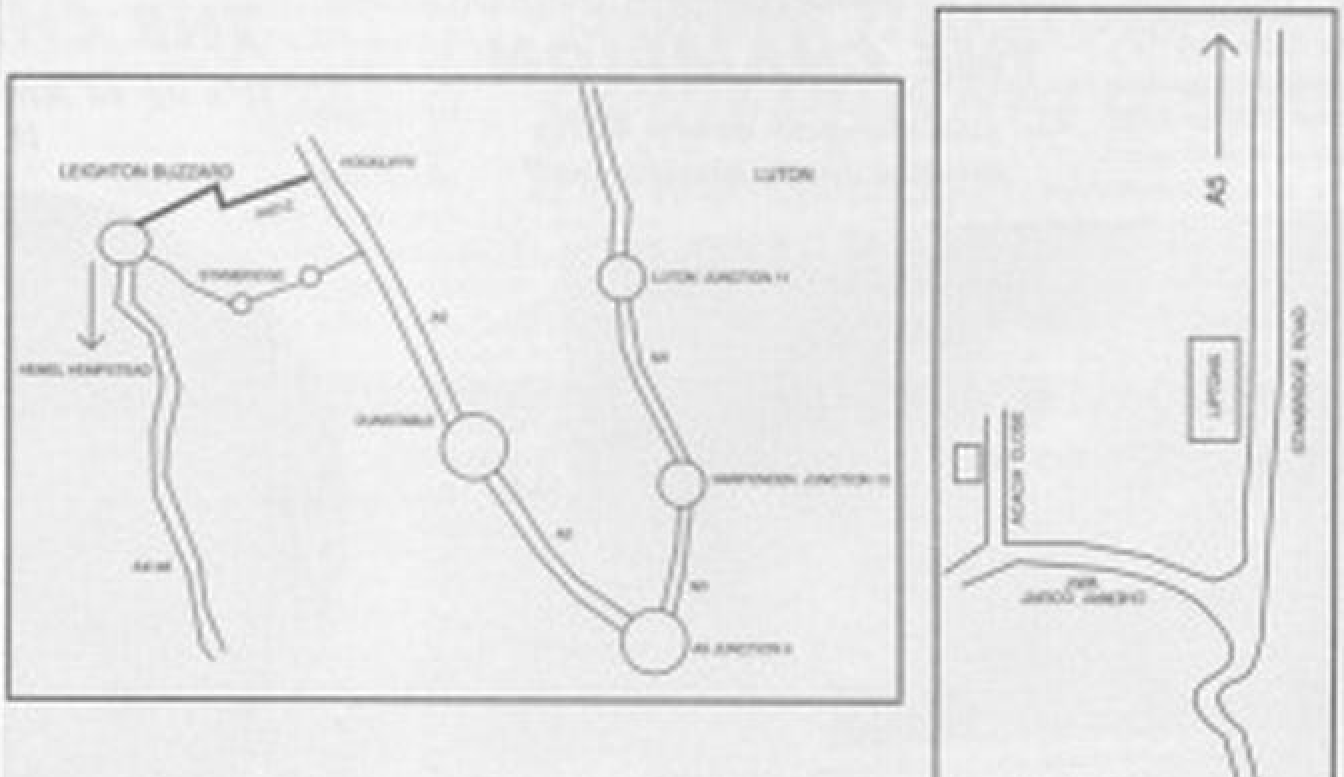

Maps showing direct routes from the motorway and A5

The Gauntlet

The man in the hat is back! It's not just what they said about Rick Dangerous II, it's what people are beginning to say about our long-standing champion, Chris Jordan. This month, Andrew Steele takes up the challenge

This was Chris Jordan's third appearance in the Gauntlet and you have to stop and think that three out of four isn't bad. So forget any theories about beginner's luck, Chris Jordan is to arcade adventures what Sig Weaver is to Aliens – their nemesis. But he wasn't the only serious skill. Andrew Steele, the challenger from Bristol, has taken to the 64 like a fish to water. Considering that Chris has been working out on his machine for some three years compared to Andrew's eleven months, Steele must have been playing games in his sleep for at least ten of them.

THE CHAMPION

Can no-one usurp Chris Jordan from his throne?

Chris, as usual, turned up quietly a few minutes early with the kind of attitude that made you think that defending his championship was something he did in-between getting out of school and eating (which turned out to be true). This guy is Captain Unflusterable in disguise. Andrew, on the other hand, could almost smell the office 64s and didn't need any persuading to tackle one. He also brought his crew with him. Enter little bro, Jonathan – who was ready to stand in if needed – and Leon, his coach. Well, we hadn't put anything in the rules to say you couldn't have a coach and everybody was happy about it, so with both sides ready, Gauntlet 4 went into prelaunch mode. Neither Chris nor Andrew had ever played this month's game, *Rick Dangerous II*, which had been a Corker! in *Commodore Format* 2, so both players were given ten minutes to practice.

When the going gets tough the tough daren't take their eyes off those monitor screens. Oi! You two, take your eyes off those screens – they're melting all down the back

Chris reached a room full of points bonuses and his score rocketed

In this time both Chris and Andrew got to know the controls until using them was second nature. Andy Dyer then weaved enough magic on the challengers' C64s that infinite lives would be available to our contestants.

Meanwhile the office was becoming a bit of a squeeze, what with all the press, photographers and minor celebrities from other magazines who joined in the running commentary. The pressure was on both the challengers as the stopwatch was reset. Twenty minutes of ruthless slogging it out were just about to start. *Rick Dangerous II*'s first level is notoriously difficult and it would turn out that neither would complete it. But that didn't matter.

THE CHALLENGER

It's up to Andrew Steele to see if he can

GAUNTLET 4 DATA

GAME: *RICK DANGEROUS II*
DEFENDER: CHRIS JORDAN
CHALLENGER: ANDREW STEELE
RULES: PRACTISE FOR TEN MINUTES. PLAY FOR TWENTY MINUTES WITH INFINITE LIVES.
CONDITION: HIGHEST SCORE

In Brief

Time	*Challenger*	*Defender*
5 min	4490	4910
10 min	4890	5360
15 min	5190	7210
20 min	6990	7810

The highest score was the only criterion for deciding the winner of this contest. For the first five minutes both Andrew and Chris struggled on, losing little Ricks every step of the way. When a quarter of their time limit was used up, Andrew had clocked 4490 and Chris was in full championship mode with 4910. At no point had the contestants been more than a screen apart. It was going to be like this from start to finish.

Blissfully unaware of the fate which awaits him, Andrew manages a smile of the Don't Worry, Leon, I've Got It Under Control variety. Still, it's a humane way to be knocked out of the competition

In the next stage of the competition, Andrew's coach, Leon, started giving out the advice. He reassured his man in steady, confident tones. Chris, tucked into the corner of the office, tried to hold onto his lead. The two occasionally glanced at how the other was doing. And in what was becoming a very tight race indeed, the positions hardly changed. After ten minutes Chris had 5360 on the screen and Andrew was right on his tail with 4890 on the score slot.

Andrew deep in concentration as little brother Jonathon looks on. Leon, the challenger's coach, sits in the background and listens out for the yelp that'll tell him that Andrew's got past the tricky bit

Chris seemed to make a break in the third quarter. Most of the quarter was much the same as the first two but towards its end, Chris reached a room full of points bonuses and his score rocketed to 7210. Andrew was only a screen behind but if he didn't get past a couple of floating platforms that were giving him no end of grief, he was going to be out for good. As the fifteenth minutes came and went, he was stuck on a total of 5190.

Both competitors gave it everything they had in the last five minutes. Andrew started off by getting it together to get past the platforms and his score started moving again when he got to the bonus room. It was Chris who was now in difficulty. Though he still had the lead, he was stuck at one of the points guarded by the walking oil drums. However, he had come across a few more score bonuses, so with no choice in the matter, he began a series of unsuccessful but methodical attempts to get on. Andrew closed up the gap but the time he'd lost in the third quarter cost him dearly.

When twenty minutes was finally, up, he hadn't managed to make it to the second bunch of bonuses. Chris was still stuck with the walking drum of doom.

Andrew's recovery had brought him another 1000 points, taking his final score up to 6990. But Chris could breathe a sigh of relief. His score read 7810 and he was the Gauntlet champion for the third month running. Leon consoled his crestfallen fighter and Chris smiled to himself. Is anyone capable of toppling the champ? We've already seen someone who might have the right stuff.

The Champ looks smug as usual. (Actually, he's burping. Those fingers have started repeating on him)

Steele must have been playing games in his sleep

Leon Powell is Chris Jordan's next challenger. The Gauntlet takes a break, next month, as we begin a seriously enlightening BASIC tutorial. But stay tuned.

Come back to the future

BACK TO THE FUTURE II

When the Gauntlet returns, defending champ Chris Jordan will take on Leon Powell in a game of *Back To The Future II*. Meanwhile, we'd like to hear from you if you'd like to take a shot at the championship. So long as you live on the UK mainland, we'll get you down to Bath, put you through your paces, and send you back home again (whether you win or not). So, if the prospect of power appeals, write to:

THE GAUNTLET, *Commodore Format*, 30 Monmouth Street, Bath
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http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

CF COMPETITION WINNERS

Here we go again, just giving stuff away. I dunno, when I was a nipper we had to clean chimneys all week just to earn one lump of coal. And we had to eat it 'cos we didn't have any food. And here we are just giving stuff away. It makes you think dunnit... Makes me think anyway. Makes me think, 'Why didn't I enter the stupid competitions in the first place?' Oh well, off we go with a list of the lucky sods who won summat from the wealth of compos in CF2...

CALLING ALL THE HEROES

A slap-up lunch, a visit to the Microprose offices in Tetbury, Gloucestershire and a flight in their very own Piper Warrior hairy-o-plane was the stonking first prize to the 'Prose's *Rick D 2* compo. All you had to do was describe the effects of deceleration trauma on the Ed after a 7,000 ft plummet into the Tarmac.

And who won it? Well hearty congrats to **M J Ruck** of **Basingstoke** with his winning entry of: 'Like an explosion in a jam butty mine'. Yes, very gruesome.

15 runners-up walk away with T-shirts badges and posters, and they are:
Pablo Beale, Harpeneden; D Steel, Brampton; Anthony Harris, Hereford; Nicola Schofield, Rochdale; Brian Wood, Grimsby; Bryn Stevenson, Chesterfield; Scott Leach, Hull; G Kitchin, Winsford; Adrian Griffiths, Wrexham; Jamie Caple, Spondon; Gary Ogden, Castlemorton; Stuart Innes, Dundee; Duncan Scott, Peterborough; John Cox, Peterhead; David Spillman, Brighton

GOLD GIVEAWAY

US Gold's auntie Danielle stumped up some goodies to give to the correct answerers of two simple true/false questions. Unbelievably, almost everybody got them wrong!

The correct answers (as hinted by the 'Could it be True, False' address!) were A: The name Nylon comes from **New York** and **London** where scientists worked on the discovery. This is totally true! And B: Microswitches are termed as such because they detect microscopic movements of the joystick. Naaaah! This was a big falseroony.

The ten enormously winners of those varied bundles of usefulness (in no particular order) are:
David McNeil, Glasgow;John Cox, Aberdeenshire;Darren Richdale, West Yorkshire; Scott Leach, Hull; Christopher Barnett, Worcester; Fergus Inglis, Falkirk; Andrew Swift, Chesterfield; Bryn Stevenson, Chesterfield; M Peel, North Yorkshire; J S Codd, Lincolnshire

IT'S A FLICKING GOOD GAME!

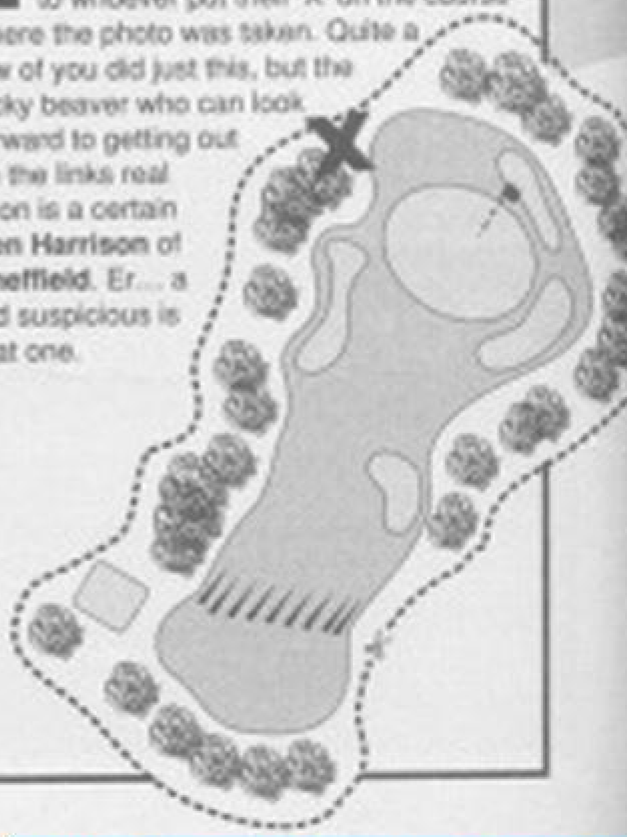
Electronic Zoo provided five tabletop Subbuteo games and 20 computer games to anyone who proffered a stultifyingly humourous caption to the photo of Stewart Bell and a dummy.

The first five winners (with captions) are:
Jamie Caple, Spondon: 'Er... Could you pass me that 300ft table?'
Peter Hutchinson, County Londonderry: 'Someone's trying to move Shilts at last!'
Steven Edwards, Burton-On-Trent: I'm sorry Mr Ferguson (Man Utd. manager), he's not for sale. Anyway, don't be greedy – you've already got 11 dummies'
Ian Duggan, Uxbridge: 'Terry Wogan Lookalike in Subbuteo Soccer Sensation!'
M J Ruck (again!) Basingstoke: 'I'd like to introduce my sidekick and number one player, the model striker, Monty.'

And introducing the 20 runners-up:
Darren Lewis, Port Talbot; Stuart Weston, Bishopbriggs; Brian Woods, Grimsby; R G Lewis, Pembroke; Darren Riddle, Cleckheaton; William Chung, Sheffield; Stewart Dobson, Rochdale; David McNeil, Glasgow; A Garrett, Cannock; Geoff Tooley, Leeds; Ian Fletcher, Southampton; Brian Blair, Kilmarnock; Andrew Dunn, Harborne; J Lewis, Pembroke; David Spillman, Brighton; Derek Watt, Angus; G Kitchin, Winsford; Neil Hirons, Pershore; Jamie Flook, Bristol; Gordon Blair, Kilmarnock

WATCH THE BIRDIE

Those nice Gremliners up at Sheffield decided to offer a half set of golf clubs to whoever put their 'X' on the course where the photo was taken. Quite a few of you did just this, but the lucky beaver who can look forward to getting out on the links real soon is a certain **Ben Harrison** of **Sheffield**. Er... a tad suspicious is that one.



Congratulations to all our winners. You're dead jammy, the lot of you. If you've just gone through the frustrating experience of trying to find your name amongst these (and not succeeding), weep not. Keep entering the comps and keep looking. See you soon.

1st prize goes to COMMODORE FORMAT 4, January 1991

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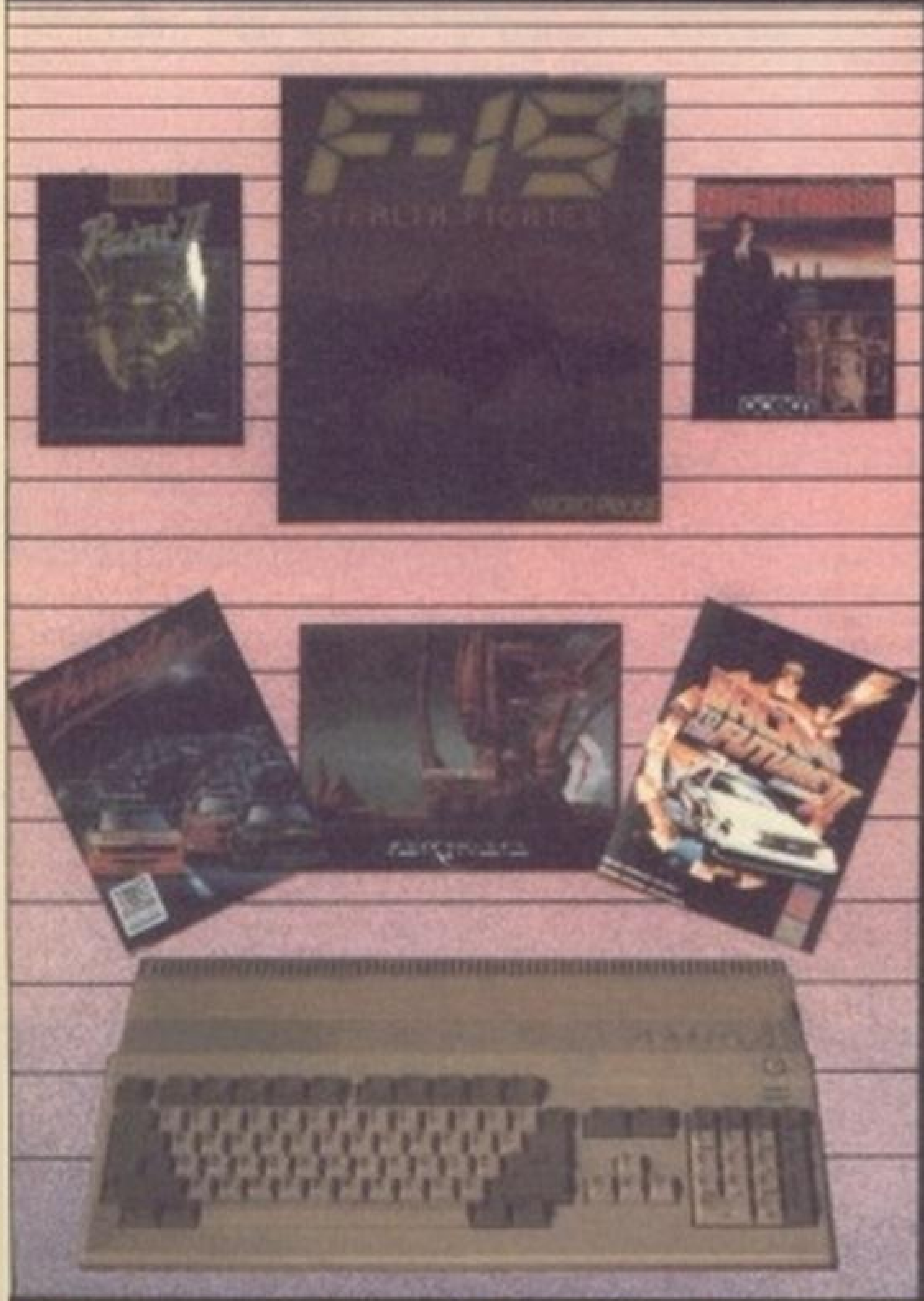

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Last time we only whetted your palette

VIDCOM PART 2 VISIONS

Interestin' illos, top tips from master pixel painters, colour combos and Action Replay advice – all in ANDREW ROBERTS's computer art tutorial

Blimey, we're back already with the second part of the definitive guide to using *Vidcom*. As if last month's article wasn't enough, this issue sees us dabbling with sprites, characters, and pretty patterns. There is also a handy colour mixing chart, plus a section on advanced tips for Action Relpay owners. Finally, as we're kind souls here at *CF*, we've roped in a couple of graphical gurus from the world of C64 games and bribed them into revealling their own personal tips 'n' tricks. Honestly, it was nothing (I mean that they got nothing for revealling their secrets). But before we get to that, it's time to do this...

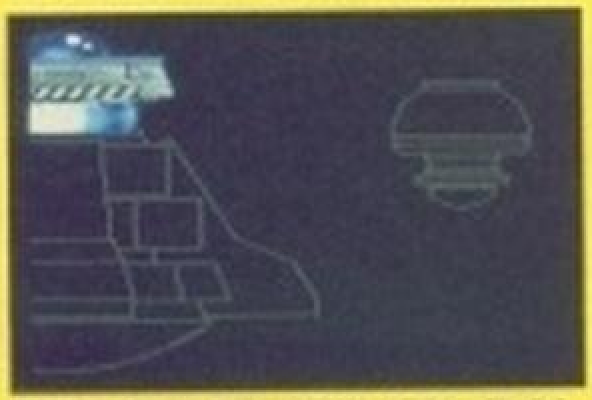
SPRITES, CHARACTERS, & PRETTY PATTERNS

The facility for playing around with sprites, characters and patterns is one of Vidcom's most powerful features. Experimenting with them can bring fantastic results for very little effort. Ooh-er, it sounds like we'd better take a closer look then.

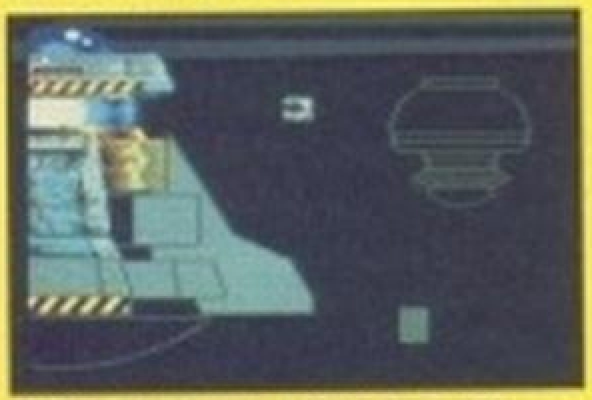
First things first, if you don't know what a sprite is then there isn't much hope for you at all (no, sorry, I didn't mean that). A sprite is simply a block of pixels (24x21 hi-res, 12x21 multicolour) which is independent of the background and can be given any shape imaginable; you might know them better as spaceships, missiles, and men that whizz

Step-by-step

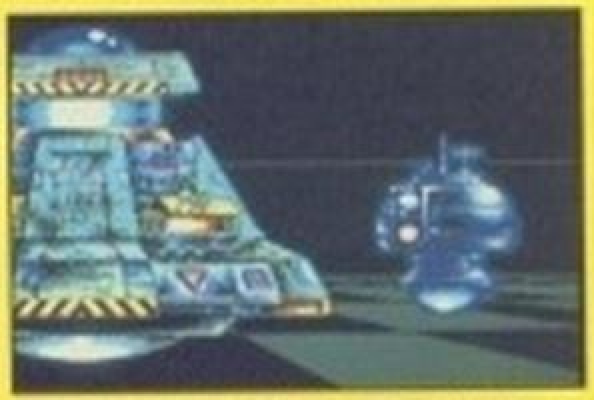
See how Robin Levy created the intricate loading screen graphics for *Citadel* with your art package



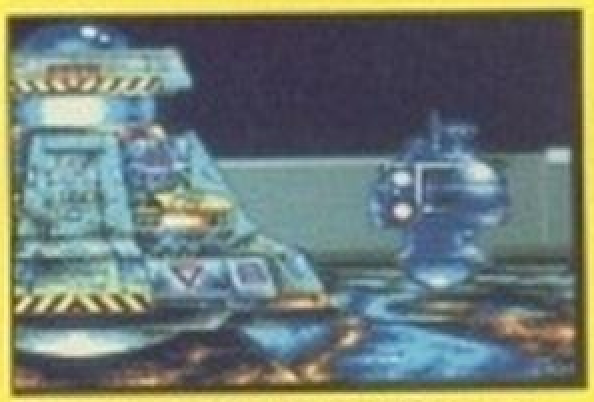
Having drawn the outlines of the citadel and droid, Robin begins colouring in the picture from top left



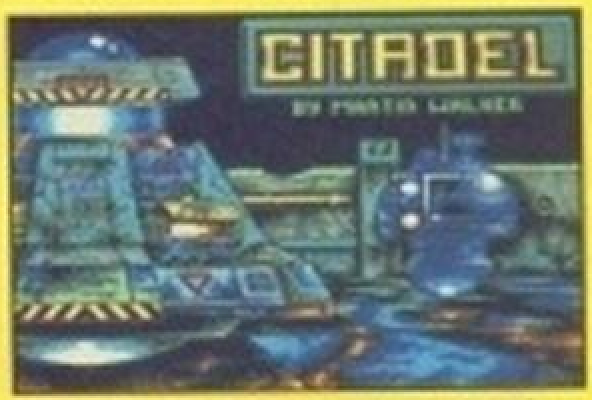
Basic colours are applied along with important features like the chevrons



Complementary colours added to surface details give a textured 3D effect and work on the background begins



The colours of the planet surface are built up like those of the citadel were



The last of the texturing is completed and the logo added. *Voila!*

STAR SPOT 1!

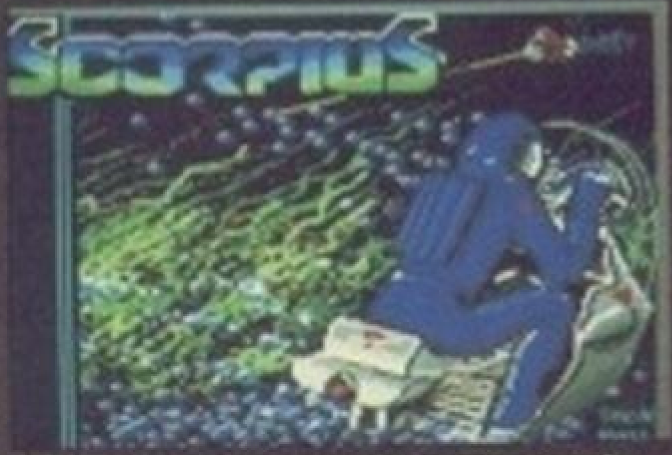
Yes ladies and gentlemen, it's the moment you've all been waiting for. Who are the mystery celebrities? Well, the first is the graphical half of the Apex team; Steve Rowlands. He's a relative newcomer to the scene, but has worked on loads of games such as *Cyberdyne Warrior*, *Scorpius*, *Retrograde*, *The Search For Sharla* (end sequence), and more recently *Creatures*. Steve, the floor is yours.

'The menu system is very easy to use, allowing functions to be selected quickly and easily. Being able to merge-fill between the two screens can be handy. You can design the foreground of a picture on one screen and the background of the picture on another. Then by merging them together you get the combined result, with the background picture showing in the space not used by the foreground picture. This was how I created the *Cyberdyne Warrior* picture – the Apex symbols in the background were 'merged in' as an afterthought!

The FREE COLOUR mode can be very useful, as it enables you to edit a single colour in any 8x8 block (independently of any drawing that might be there). Finally, the PATTERN FILL function can be extremely time saving when you need to cover a large area with a particular pattern. You can select one of the 32 patterns, or "grab" one from the screen.

'Although there is a constant magnified area within the status panel, a Zoom function would have been a welcome addition. Vidcom lacks an "OOPS/UNDO" command but it has dual screens, which helps. It's wise to duplicate the current screen over the second screen.

'One technique used on all of my pictures is the method of transferring a freehand drawing or sketch onto the screen. Once I've finished the sketch, I'll either photocopy it (or trace it) onto a piece of transparent plastic – depending on how intricate the picture is. I then place the plastic over the screen and "under trace" it. When I've finished I remove the plastic and touch up the on-screen picture.' Thanks Steve!



Vidcom's two-screen facility merges complex background and foreground elements

VIDCOM AND ACTION REPLAY

If you own one of those handy dongles known as an Action Replay cartridge, you can perform a whole host of tasks with *Vidcom*.

SPRITES

The Action Replay (AR) has very flexible sprite load/save functions. Using these you can take sprites from any other program and load them into Vidcom (and subsequently use those sprites on your bitmap screens). Alternatively you can save sprites from Vidcom and load them into any other program. It pays to be careful, though, as different programs treat sprites in different ways.

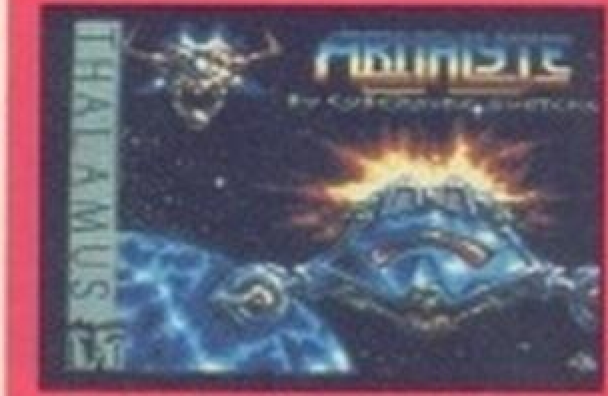
SCREENS

There are a couple of things that the AR can do with screens. Firstly, it can save any bitmap screen into a variety of formats (including Art Studio, Koala, and Blazing Paddles). This would allow you, for example, to send a copy of your artwork to someone with a different art package. I use it quite often, as I design my screens using Mouse+Cheese. I simply freeze the picture (once drawn), save it, then load it into Vidcom to touch it up.

around game screens. *Vidcom* won't exactly allow little men to leap about, but it's a handy feature nevertheless.

For instance, you can 'grab' sprites from any bitmap screen, which means that you can use *Vidcom* as a sprite editor! It really proves useful when designing sprites that are part of a background (gun emplacements, doors that open, and so on). It can also be used in another way; if you load predifined sprites into *Vidcom*, you can place them on the screen and subsequently they become part of the picture—they are stored as sprites, see. Why would you place sprites on screen, though? Well I found it really useful for designing mock screenshots for a start., and could be used equally well to plan out the way games screens will look . Check out the section on Action Replay for more information on loading in sprites.

STAR SPOT 2!



One of the best title screens the C64 has ever displayed. Would you argue with *Armalyte*?

The next guest star is none other than Robin Levy – the genius behind *Armalyte's* scintillating pixels. Besides working on that mega-game, he's provided graphics for *Hunter's Moon* (loader, end sequence, and disk demos), *Hawkeye*, *Armalyte* (obviously!), *Citadel*, *Deadlock* (uncompleted), and the *Last Ninja III* (out soon). Over to you, Robin...

'It must be said that *Vidcom* is a bit daunting at first, especially for the amateur; so many options to choose from and so may restrictions. The *Salamander* picture was the first bitmap I ever drew on *Vidcom* and it shows! It's all a matter of patience and practice.

'It's a no-nonsense package in the sense that you can draw colours straight on to the screen and you always know exactly where you are (most other packages are not quite so flexible). Nor do you suffer from colour clash. You simply run out of colours to use in that particular character block.

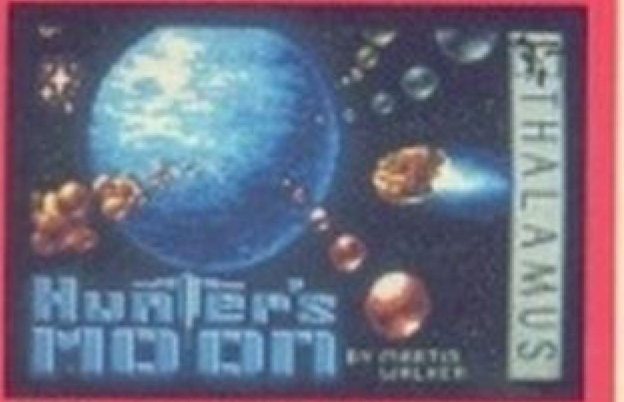
'Personally, I thing that there is no need for a zoom mode: the magnified area on the status panel does the job equally well. I use MERGE FILL quite a lot and I find it easier to draw a picture in two halves (with the foreground and background on different screens). One of the pictures for the *Armalyte* end sequence features a guy in a helmet – his face was merged in separately.

'The FILL command is incredibly useful for covering large areas with character boundaries. I tend to use the BOX COL feature to see exactly where those boundaries are (working within the boundaries saves hours of aggravation – hardly any colour clash).

'I use the same technique as Steve Rowlands to transfer a sketch to the screen (ie using acetate sheets). I under trace the outline using the BAND DRAW function and fill in the rest of the picture by hand, using FREE DRAW. The CITADEL loading screen droid was done this way.

'For *Hunter's Moon*, I drew concentric circles for the main planet, each one offset to the light source. I filled in the circles with my own cross-hatch patterns. Care was taken to make sure that like-coloured pixels matched up.

'One handy technique that I always use is colour organisation: I tend to define colour 1 as the darkest, and getting lighter towards colour 3 (which is often white).' And thank you Robin!



Circles are made to look like spheres by highlighting where there should be a reflection of a light source – clever eh?

Characters are not as versatile as sprites but they're important all the same. Characters are used mainly for game background scenery, as well as text. The size of a character is 8x8 pixels (hi-res) or 4x8 pixels in multicolour mode. Yes, you guessed, *Vidcom* is also a character editor! You could, for example, design a new character set on the bitmap screen, grab the characters (using GRAB DEF) and use them in your own programs! The character functions can also be used to convert bitmap screens into character sets—very handy for games designers.

The patterns in *Vidcom* are roughly the same size as sprites and are used to fill in areas with, er, patterns. The in-built patterns are nice enough, but as always you can design your own by grabbing them from the screen. Patterns are handy for filling in areas with particular colours and shapes but what about practical uses? Try drawing a cluster of dots (using various colours) then grab it as a pattern. Fill the screen with this and voila – an instant starfield! Basically, patterns represent a simple way to fill the screen with any particular shape or design. So now you know.

And there you have it; a more than comprehensive guide to a more than comprehensive art package. You know the techniques, so why not start drawing today? We want to see your efforts, so send your masterpieces on tape or disk (but disk is a lot easier (really) to: Vidcom Gallery, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. The best picture of the month will win a weekend in Milton Keynes with Andy Dyer, so get cracking! (*Worst picture wins a lifetime in Milton Keynes with Andy Dyer – Ed.*)

COLOUR MIXING

Lets face it, if you want to achieve some good results then you must avoid garish and gaudy colour combinations (you only have to look at Steve Jarratt's shirts...). So, exactly what colours look cool together? Feast your eyes on the following table – it shows you some of the grooviest combinations (starting with the brightest and gradually getting darker).

COOL COLOUR COMBINATIONS

HIGHLIGHT	COLOUR 2	COLOUR 3	COLOUR 4
WHITE LIGHT	GREY	MEDIUM GREY	DARK GREY
LIGHT GREY	PINK	RED	
WHITE	CYAN	LIGHT BLUE	DARK BLUE
CYAN	LIGHT GREEN	DARK GREEN	BROWN
WHITE	YELLOW	ORANGE	BROWN
WHITE	LIGHT GREEN	CYAN	MEDIUM GREY
WHITE	LIGHT GREY	PINK	BROWN

It may be worth noting that the colour values in new C64s have been changed, so some colour combinations that looked 'triffik' on an old C64 might not look so good on a new C64. Experiment. You have been warned!

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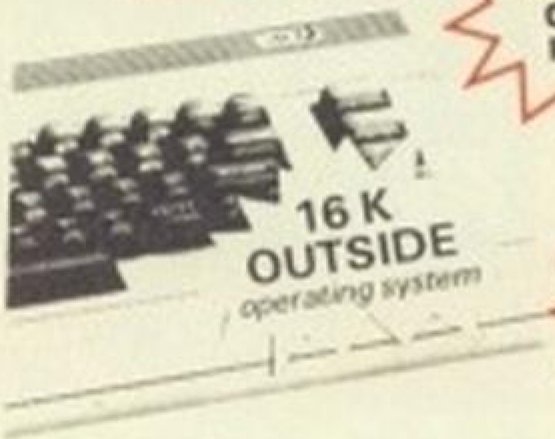

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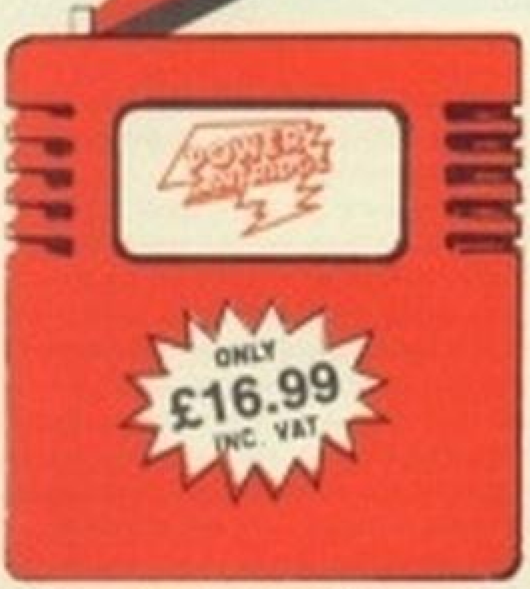

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO
AUDIO
COLOR
DEEK
DELETE
DOKE
DUMP
FIND
HARDCAT
HARDCOPY
HEX$
INFO
KEY
PAUSE
PLIST
ILOAD
RENUMBER
REPEAT
SAFE
TRACE
UNNEW
QUIT
MONITOR
BLOAD

RENUMBER	Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.
PSET	Set up of printer type.
HARDCAT	Prints out Directory.

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD
DSAVE
DISK
DVERIFY
MERGE
DIR
DEVICE

MERGE	Two BASIC programs can be merged into one.
DISK	With DISK you can send commands directly to your disk.

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD
MERGE
SAVE
AUDIO
VERIFY

POWERMON

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A ASSEMBLE
C COMPARE
D DIS-ASSEMBLE
F FILL
G GO
H HUNT
I INTERPRET
J JUMP
L LOAD
M MEMORY
P PRINT
R REGISTER
S SAVE
T TRANSFER
V VERIFY
W WALK
X EXIT
$ DIRECTORY
@ DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - Self detection Serial/Centronics.
PSET 1 - EPSON mode only.
PSET 2 - SMITH-CORONA mode only.
PSET 3 - Turns the printing 90 degrees!!
PSET 4 - HARDCOPY setting for MPS802/1526.

PSET B - Bit-image mode.
PSET C - Setting Lower/Upper case and sending Control Codes.
PSET T - All characters are printed in an unmodified state.
PSET U - Runs a Serial printer and leaves the User-port available.
PSET Sx - Sets the Secondary address for HARDCOPY with Serial Bus.
PSET L1 - Adds a line-feed, CHR$ (10), after every line.
PSET L0 - Switches PSET L1 off.

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POWER RESET

On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE	Allows you to return to your program.
BASIC	Return to BASIC.
RESET	Normal RESET.
TOTAL BACKUP DISK	Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.
RESET ALL	RESET of any program.
TOTAL BACKUP TAPE	As BACKUP DISK but to TAPE.
HARDCOPY	At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
MONITOR	Takes you into the Machine language Monitor.

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COMMODORE FORMAT A TO Z OF CLASSIC GAMES

Little old Commodore Format has only been going for three issues, but the C64 market is filled with pensionable games. Over the next six months, GORDON HOUGHTON takes you on a misty-eyed trip down 64K memory lane

Welcome to the first of a six-part series which will tell you everything you need to know about the great games you might have missed. Over the next six months it will build up into a comprehensive list of the 100 all-time classics on the C64 – most of them are giants, but there are a few classic turkeys in there too.

A few of the games are available on disk only but there are also a couple of old cartridge classics in the list, so console owners needn't feel left out. The majority of software in the A to Z is cassette and disk based. However, most of these games have been officially deleted by the software houses concerned. Don't despair – this doesn't mean that you can't buy them! There are three main ways of getting hold of old games:

1) Budget labels or compilations. If a game is still available at a budget price, or has been included in a compilation with a few other games, we tell you.
2) Bargain buckets. Most High Street stores and independent computer suppliers will have a selection of old games at cheap prices – the one you're looking for could well be there.
3) Reputable mail order firms. Again, these games should be available at a cheaper price – but make sure that you only buy from an established firm. As a general guide, these are the ones who advertise in magazines just about every month; alternatively, you might know someone who's ordered games from them before. Most of them keep a larger back catalogue of old games (on cassette and disk) than High Street stores.

And that's about it. If you only manage to get hold of a dozen of these classics, it'll make a huge difference to the quality of your collection. They haven't all got state-of-the-art graphics, but for gameplay you can't beat them.

AFTER BURNER

ACTIVISION

Released: February 1989
Availability: Deleted

Q: How do you cram one of the most complex coin-op 3D sprite systems into the 64?
A: You don't.

Everyone laughed when Activision announced they were going to try, and everyone laughed when they saw the final effort (apart from the people who bought the game, that is). One of the disadvantages was that the coin-op original didn't have great gameplay in the first place: strip away the fantastic graphics and speed and you get a yawningly bland shoot 'em up. To be fair, subsequent Activision/Sega conversions were better: *Galaxy Force* is not half bad, and *Power Drift* is actually quite impressive. But it has to be said: this was a classic – cock-up.

ALTER EGO

ACTIVISION

Released: May 1986
Availability: Deleted

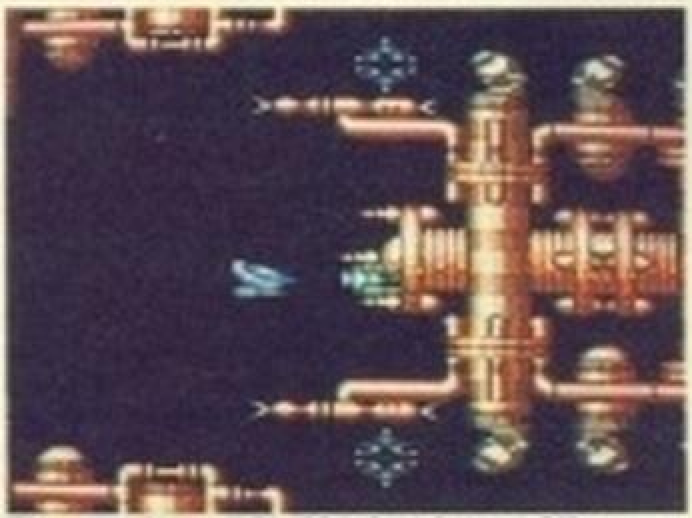
Written by an American psychologist, *Alter Ego* was an attempt to simulate life itself. You faced a series of choices, from the crucial ones – should you get married? – to the mundane – should you buy a video? It might sound boring, but its vast scope and masses of text made it incredible fun: it allowed you to deal with problems at work, in the family, with kids, with your own body and emotions. Inevitably some choices did recur but the major drawback was that it was available only on disk, which made it inaccessible to most 64 owners. Oh well...

ARMALYTE

THALAMUS

Released: November 1988;
Availability: Only on the Thalamus compilation, The Hits (£12.99 cass, £17.99 disk), along with Sanxion, Hawkeye and three other classics: Delta, Quedex and Hunter's Moon.

Still one of the classiest, most action-packed shoot 'em ups around, *Armalyte* is the sequel to *Delta* – also by Thalamus. The scenario is a bit daft: a conflict between Earth and the H'siffians has been blowing hot and cold for 200 years and, to cut a long story short, the H'siffians are at it again. What this all means in gameplay terms is zillions of alien craft and formations, end-of-level creatures more horrible than your worst nightmares and superb level design. To top it all you've got a fabbo ship with three kinds of super weapon and the usual front, back and vertically firing guns. Shoot 'em up fans shouldn't miss it.



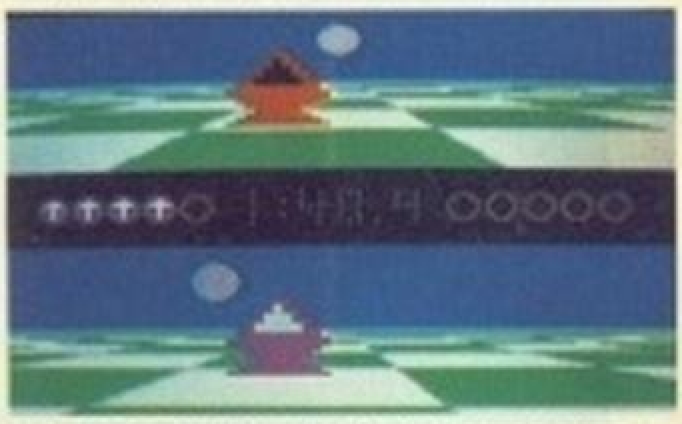
The over-the-top plumbing is only one of the amazing things Armalyte is famous for. Another one is non-stop arcade insanity

BALLBLAZER

LUCASFILM/ACTIVISION

Released: December 1985
Availability: Ricochet, £2.99 (or bargain buckets)

Quite simply, *Ballblazer* is a brilliant one- or two-player one-on-one future sport. The aim is easy enough: like football, all you have to do is stick a ball (or 'plasmorb') between two posts, using your Rotofoil craft. Depending on where you shoot from you can score up to three points, and the first player to reach ten points automatically wins the game.



Not only is Ballblazer the fastest sports game ever, it's also the funkiest. The sound track and special effects alone will get you hooked

You determine your own match time. This can be set for anything between one and ten minutes and there are nine computer opponents, each one more skilful than the last and the ninth of which is incredibly tough. *Ballblazer* marked the entry of Lucasfilm games into the 64 software sector and was received with acclaim by everybody who saw and played it. The reason is as simple as the basis of the game itself.

It's beautifully simple and it's also original. Even now, five years after it was first released, you won't find a more addictive sports simulation anywhere.

A for Armalyte, B for Ballblazer, C for COMMODORE FORMAT 4, January 1991

BEACH HEAD 2

ACCESS/US GOLD

Released: August 1985
Availability: on the History In The Making compilation, £24.99

Particularly good in two-player mode, this is a military-style shoot 'em up with three different sub-games. There's an overhead-scrolling *Xevious*-style section, a machine gun section and a one-on-one dagger-throwing showdown with an evil dictator. So why is it a classic? Well, the graphics and animation were state-of-the-art (at the time), it had tons of digitised speech and excellent sound effects, the two-player option was superb and it's still very, very addictive. What more could you want?

BEYOND THE FORBIDDEN FOREST

COSMI/US GOLD

Released: October 1986
Availability: Deleted.

But it's on this month's cover tape!
The only game on the 64 ever to feature 'Omnidimension 4-D' graphics (actually a chunky and jerky attempt at 3D), *BTFF* was literally a nightmare to play. Horrible monsters, gruesome death scenes and spine-chilling music all added up to one of the most atmospheric games ever seen. You played an archer wandering through a forest and sticking arrows into anything with more than the normal amount of heads and/or legs. Spiders? Easy. The Hydra? Don't make me laugh. The Demogorgon? Aaaaaargh! Even with a pretty miserable multiload to put you off, it was – and still is – a blood-curdling masterpiece of a game.

BOB WINNER

LORICIELS

Released: June 1988
Availability: Deleted

This was a beat 'em up with a difference, the difference being that it was crap. It had only a couple of moves (sounds crap already), sluggish joystick response (oops, definitely headed for immortal crapness), incredibly tight collision detection (cruel in a crappy sort of way), laughable instructions and a slow multiload. Basically, *Bob Winner* – didn't...

Now if I were a little fat green guy on a blue cross-shaped island, I might be Bombuzalled by the appearance of a bright red beach ball as well

BOMBUZAL

IMAGE WORKS

Released: January 1989
Availability: Deleted

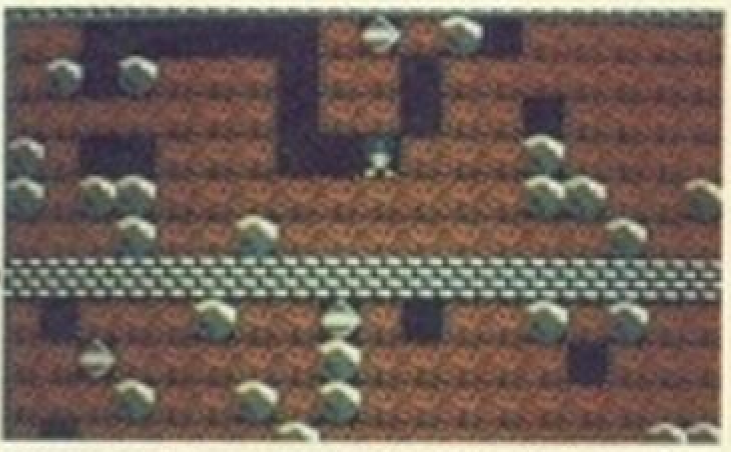
Programmed by 64 veteran Tony Crowther, this is a puzzle game of the highest calibre. Bombuzal lives in a world of 120 viciously designed platforms littered with bombs (in three sizes). To escape from this world he has to blow up all the bombs, destroying most of the platforms into the bargain. The task is made more complicated by devious devices like teleports, switches, ice, fragile tiles, mines, remote droids – and so on. Apart from being a cracking puzzler, the game's unique feature is that you can play either in 3D or 2D (overhead) mode. Weird or what?

BOULDERDASH

STATESOFT

Released: October 1984; Availability First Star, £2.99 (or bargain buckets)

If you own a 64 and you haven't met Rockford, you haven't played one of the most enjoyable games ever! Rockford is a cute little insect whose aim in life is to collect buried diamonds inside a time limit. His enemies include falling boulders, butterflies, fireflies and amoeba – all of whom have special properties which he must use to complete the game's 16 screens. It might not sound like much, but it's a very hard game to put down... If you manage to get hold of a copy and enjoy it, check out *Boulderdash II* and *III*, and the *Boulderdash Construction Kit*.



One of the 64's greatest heroes, Rockford, rushes around the precariously balanced world of *Boulderdash* in a diamond collecting frenzy

BOUNDER

GREMLIN

Released: February 1986
Availability: Deleted.

But it's on this month's cover tape!
Platform games before this were all viewed side-on; *Bounder* – and its sequel, *Rebounder* – are viewed from above. The scenario is brilliantly silly: you guide a bouncing tennis ball over ten parallax scrolling landscapes and bonus sections. Easy? Well, it would be were it not for the holes, darts, boxing gloves, fans, gnashing teeth, walls, horrible mazes and aliens. Luckily, there are some natty bonus squares which can give you extra lives and points. It's a game with just about everything – including a great bouncy soundtrack.

BOUNTY BOB STRIKES BACK

AMERICANA/US GOLD

Released: May 1985
Availability: Deleted

The sequel to *Miner 2049er*, *Bounty Bob* is a 25-screen platform game with knobs on. The basic aim is this: Miner Bob has to fill in all the platforms on every screen within a set time limit, whilst avoiding mutant furry animals (contaminated by the evil Yukon Yohan). As well as an innovative score table, a massive options screen and a secret messages/warp mode, the gameplay itself is first-rate: every one of the screens has been graded to provide the right balance between addictiveness and frustration. One to get platform fans drooling.

BRUCE LEE

DATASOFT/US GOLD

Released: January 1984
Availability: Deleted

The legendary star hit the small screens almost six years ago in a 20-location platform game-cum-beat 'em up. There wasn't much to do other than solve a few basic puzzles and kick seven shades of saki out of a ninja and a fat man called Green Yamo – but it was still a great game. Moves included a flying kick and a short punch, but it was their combination with obstacles like electrical charges, pan lights and exploding t'sung-lin (bushes) which made it all worthwhile.

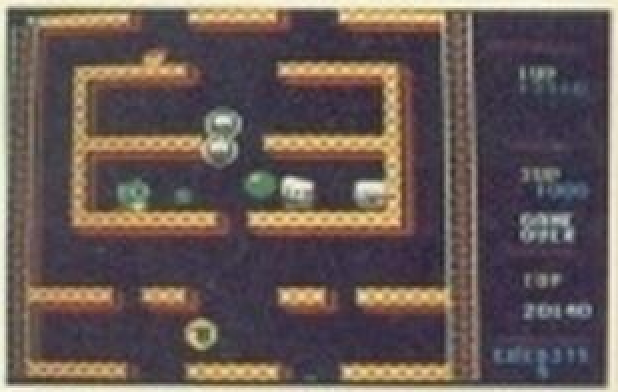
Collect the lanterns and scramble down the trap door to get going in Bruce Lee. But keep looking over your shoulder for green trouble-makers

BUBBLE BOBBLE

FIREBIRD

Released: October 1987
Availability: Deleted

Bub and Bob are a pair of bubble-spitting brontosaurii, and two of the silliest characters you'll find anywhere. In this conversion of Taito's 100-screen platform game, they face masses of enemies from harmless cave dwellers to the dreaded invincible Baron von Blubba. All the features of the original are included: every level, all the secret rooms and bonuses, the pick-ups, the two-player mode, the cuteness – even a credits system! One of the best conversions and platform games ever.



The devious depths of *Bubble Bobble* have kept platform fanatics happy for years – if only coin-op conversions were always great

BUGGY BOY

ELITE

Released: December 1987
Availability: Encore, £2.99

Tatsumi's coin-op racing game relied not on speed but on tactical and slalom skills. Elite's conversion captures the arcade feel with smooth, detailed 3D graphics and superb buggy handling. On some tracks you can put pedal to metal; others demand dextral digits. Sound effects are the only disappointment – but anyone interested in racing games won't be able to put it down.

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DAYS OF THUNDER

MOVIE TIE-IN

With a spate of racing games competing for your favour, a film-based track basher has an instant advantage. But is Mindscape's latest release good enough to pip the others past the post? Our reviewer straps in and clocks a couple of laps to make sure

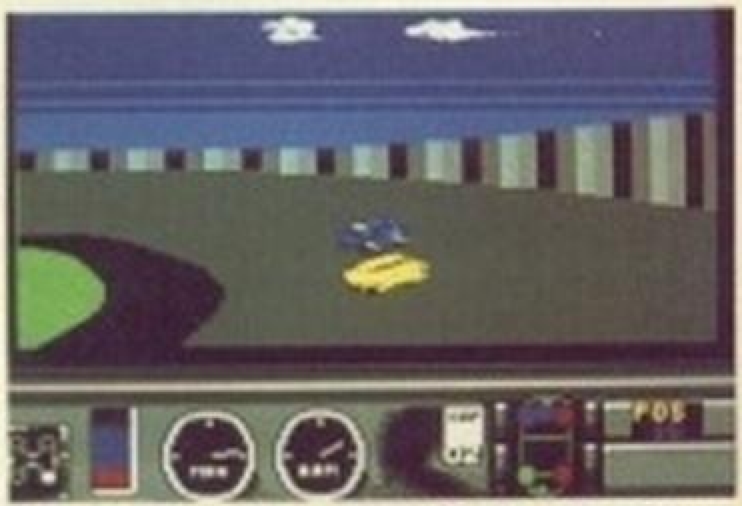
Ah, the revving of the engine, the smell of the gas, the screeching of rubber on tarmac and the squashed and bloody pulp that was once the body of a NASCAR driver who didn't quite come up to scratch...

The thought of a film about Tom Snooze and a stock car did little to fire my imagination. Still, being a reviewer (*that's debatable – Ed*), the idea of a game based on the film did make me moist around the mouth.

You are immediately launched into your first time trial – two laps around the track – to establish your grid position for the forthcoming race. All of the tracks are roughly (very roughly) oval and are driven around in an anti-clockwise direction, which means you only ever have to make left hand turns. Pushing forward on the stick accelerates your vehicle, pulling back brakes, forward and fire changes up a gear, and back and fire changes down a gear. If you can't figure out what left and right movements do I'll merely assume you were dropped on your head at a very early age...

Each corner of the track is steeply banked and your car is constantly forced to the outside of the track, where it becomes all but unmanoeuvrable. It's best if you kick it down a gear. This is tricky at best, since you have to pull directly back and then press fire each time you move down a notch, so while you're scrambling to change down, you momentarily lose control over the car and start to decelerate. Suffice to say, going round corners isn't fun.

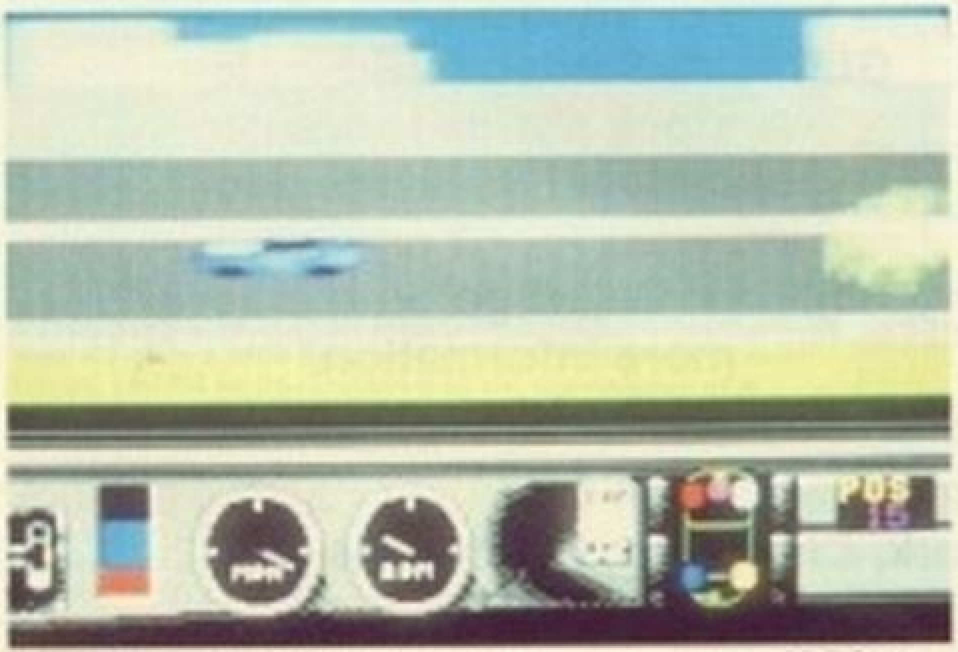
If you are rammed by an opponent, damage is done to your car



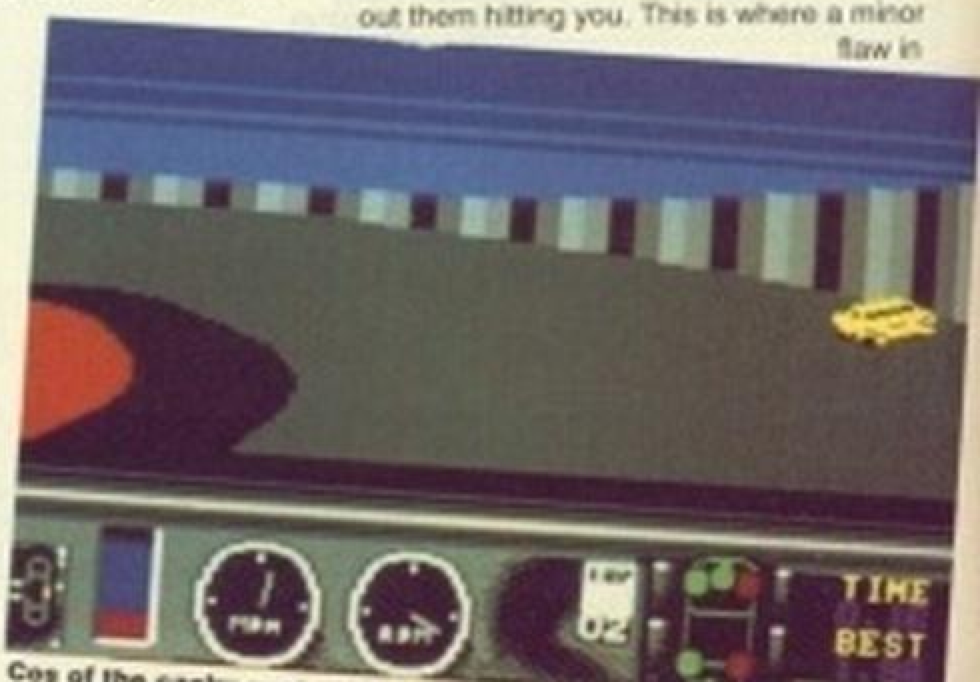
Your opponents are manoeuvrable, you are not. Hence your yellow hue and those funny coloured blobs on your damage diagram (bottom right)

Once you've secured your grid position it's onto your first race. The speeding track is seen side on in a nice parallax scrolly bit and then the scene cuts to show the view from behind your car. This is actually the start of the race, so push forward on the stick, before all the opposition screech past.

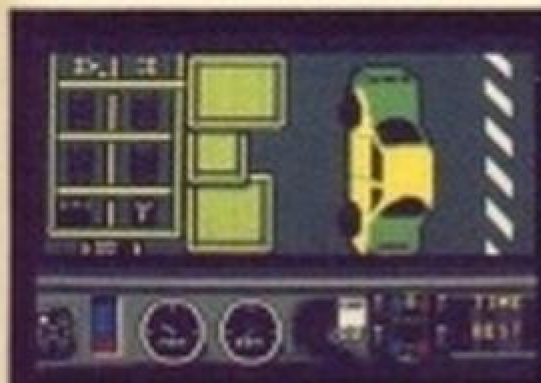
The object then is to career around the track without hitting the other cars and without them hitting you. This is where a minor flaw in



The action gets so fast, even our spiffing *CF* camera couldn't keep up. When you wreck your car this side on animated sequence appears just to rub salt in your already gaping wounds



Cos of the cacky controls this is a scene you will be faced with on countless occasions. Hit the crash barriers and your car turns yellow as a gentle reminder that you're about to die



It's the pits

When you've sustained a near-fatal amount of automotive damage, it's time to hit the pits. Here you can replace tired tyres, tinker under the bonnet and fill up with gas (that's petrol to you and me).

The icons on the left are (top left/top right) jack up the car on either side. Here, the Mello Yello's been jacked up on the left; (middle left/middle right) change the tyres on either corner of the car; (bottom left) fill up the tank; (bottom right) repair any race-losingly damaged enginey bits.

The small icon on the lower control panel (between time and lap counters) shows the amount of wear and tear on the engine and all four tyres. As the blobs change colour, so the damage level increases, from green through to white. After white, your next stop is the junk yard! Er... that's it.

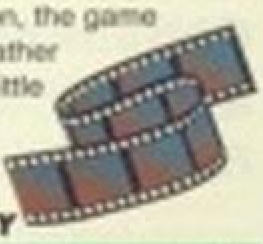
the gameplay becomes apparent. If you are rammed, untold damage is caused to your car. If, however, you ram an opponent... untold damage is caused to your car. Er, sounds a bit unfair, doesn't it?

Another inequality in the gameplay is that your opponents can move right and left at top speed on the bends whereas you often have to slow down, allowing them to go sailing past, leaving you with a deep-rooted sense of paranoia. Against these unjust odds you must complete the race, preferably in first place.

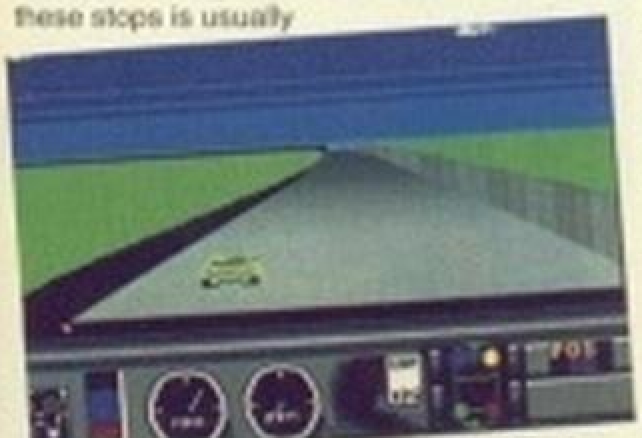
If you sustain too much damage or your fuel starts running out, you can make a pit stop to refuel and make repairs. With the opposition being as vicious as it is, one of these stops is usually necessary at least once every three laps. Bad judgement results in your car becoming a wreck and you have to start over again.

Graphically, *Days Of Thunder* starts in a very promising fashion with the first sight of the moving 3D track but the sprites sit very awkwardly on top of the background and the two just don't seem to be on speaking terms. Playability is also lacking. Apart from the injustice of the damage system, the constant badgering from the opposition means that even pit stops are more trouble than they're worth. Sound isn't bad, with an adequate title track followed by whirring engine sounds and raspy crash noises.

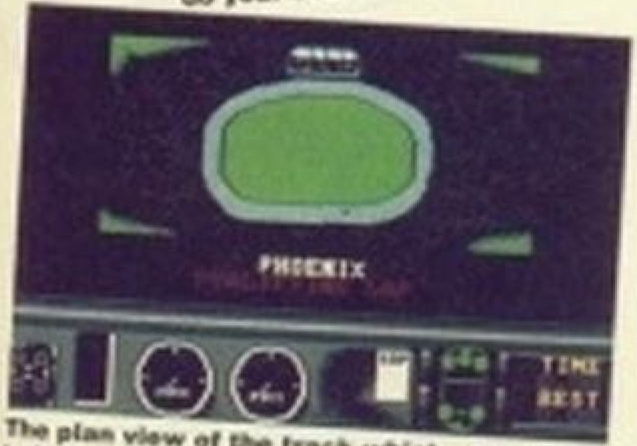
After an initial period of interest, followed by one of intense frustration, the game soon becomes annoying rather than challenging. With so little to recommend it, you'd be best to leave this one on the starting grid.



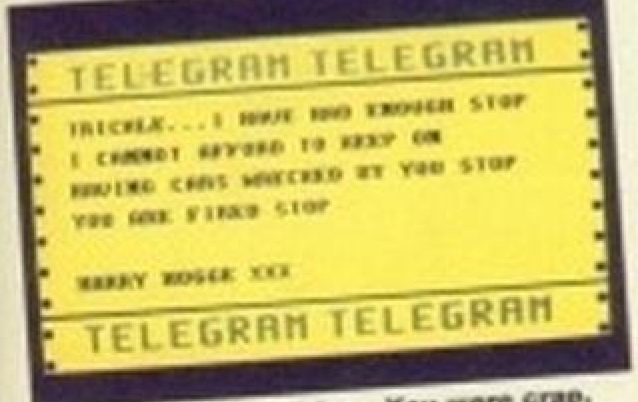
ANDY



The straight is the most enjoyable bit as this is the best place to make up time and do your overtaking



The plan view of the track which appears before every race is useful for seeing just how bland the next course will be



TELEGRAM TELEGRAM

TRICKLE...I HAVE HAD ENOUGH STOP
I CANNOT AFFORD TO KEEP ON
HAVING CARS WRECKED BY YOU STOP
YOU ARE FIRED STOP

HARRY HOGGE XXX

TELEGRAM TELEGRAM

Oh dear, oh dear, oh dear. You were crap, you crashed and you're fired. What more needs to be said?

Game	**Days of Thunder**
Maker	**Mindscape**
Disk	**£14.99**
Cassette	**£9.99**

POWER RATING

THE DOWNERS...

- Graphics are a big disappointment. The track is initially impressive but when background and sprites come together it simply doesn't work
- Control of your car is abominable, especially when cornering
- Biased in favour of opponents. They're more manoeuverable and don't suffer the ravages of damage
- Due to circular nature of tracks, left hand cornering only soon becomes repetitive

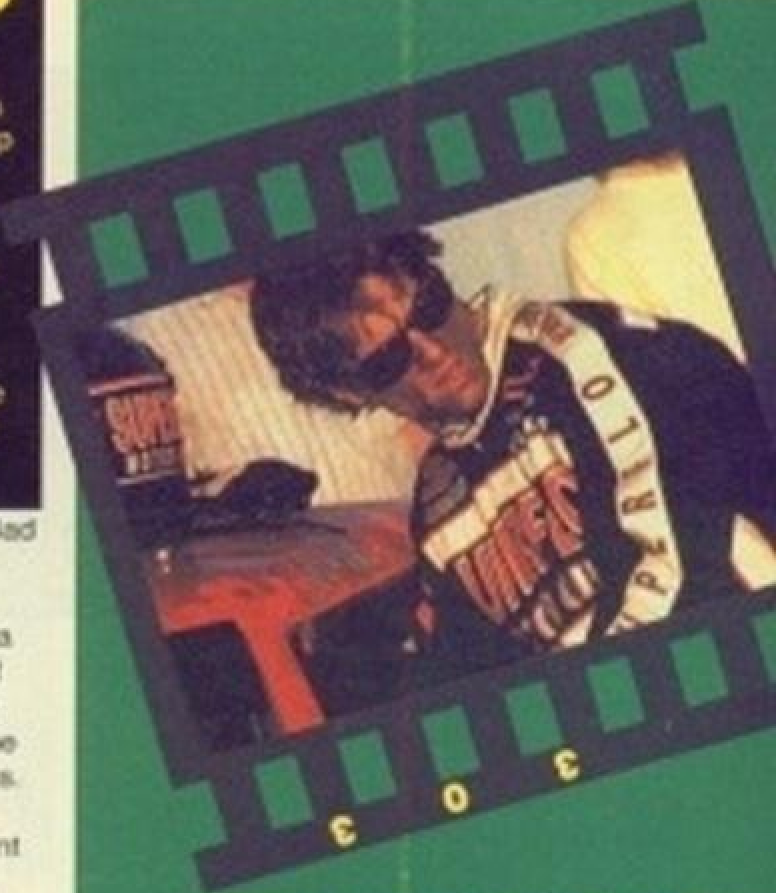
100

43%

0

- Pit stop screen works quite well, judging when to carry out repairs and refuel adds one of the few points of interest
- The game is hard – for those who bother to persevere, there could be some challenge here

...AND THE UPPERS



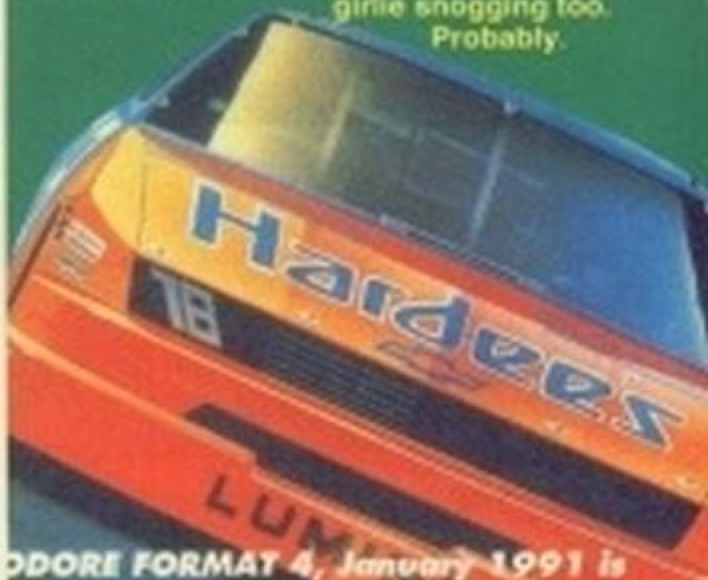
CRUISING THE STRIP

Tom Cruise really can pick 'em can't he? After the appalling rubbish of Top Gun, he manages sparkling performances in Rain Man and Born On The Fourth Of July... and then makes Top Gun with wheels.

The story is this: Tom Cruise's character, Cole Trickle (sounds like the symptom of a rather nasty rash), is a stock car driver from the sticks. After a near-fatal accident, he teams up with a crusty ex-driver and plans to take the racing world by storm, aided and abetted by his attractive woman doctor. Bet she doesn't have cold hands. As you can guess, he does just that, and everybody lives happily ever after. Er... we think, since nobody in the whole building actually went to see the film (it was that popular).

Basically the naffo plot (written in part by Cruise himself) is a vehicle (groan) for Tom-boy to spend long afternoons whizzing round the Daytona NASCAR (National Association for Stock Car Auto Racing) circuit at 200 mph. Even though he gets paid loads of money to do it.

Nonetheless, directed by Tony 'Top Gun' Scott the movie is real high-octane stuff with lots of in-car speed shots and adrenalin-pumping race scenes. There are lots of crashes, explosions and some girlie snogging too. Probably.



ROGER FRAMES
buys
Budjit Games

When Roger camped out for the January sales (in November!) the boys in blue arrested him for causing an obstruction. But his mum smuggled a C64, monitor and software into the lock up by cunningly stashing it inside a large Christmas pud. So take it away offender Frames, Roger No.2014G514

Loathed as I am to admit it, I may have been a little strong headed in my decision to ignore the advice of Constable Flange but to be honest it's not all bad being here. OK so my presence is a terrible waste of tax payers' money but then, I get a nice warm cell and free meals so who am I to complain? What's more, my mother's managed to covet this 64 and stuff and not a penny changed hands – bliss! Right, get on with it then, Andy. Time, after all, is money.

4 MOST HORROR

Alternative Software
£2.99 cassette

This horror compilation contains four games. The first dark and oppressive offering is *The Rocky Horror Show*, in which your partner has been turned to stone by the mysterious Dr Frankenfurter. You must explore his mansion in order to find the fifteen pieces of the De-Medusa machine, a device that can turn your partner back into flesh and blood. At the start of the game you are given the choice of being either Brad or Janet. Then all you have to do is wander around, find and collect a component, take it to the theatre room and drop it into place. As you wander round you'll meet various foes who, when touched, cause your clothes to fall off. If this happens, it becomes impossible to collect anything so you must then go and find your clothes again. The only other hazards are Riff Raff, a creature who fires deadly laser bolts at you, and a time limit. Dodgy controls and very limited gameplay make this one a snooze.

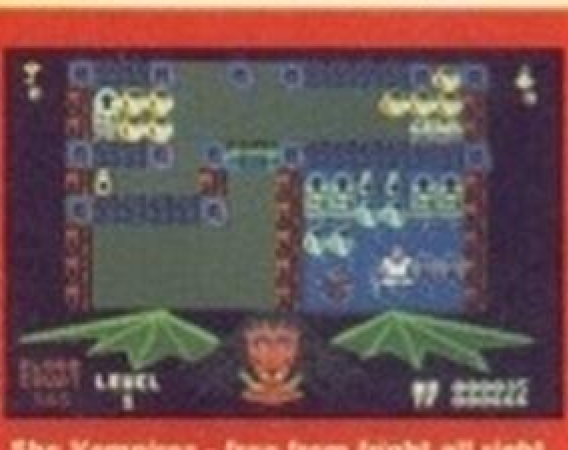
The second spine-chilling foray into the macabre is *Nosferatu*, an isometric 3D adventure which is split into three levels. In level one you play the part of Johnathon Harker, a solicitor who is helping Count Dracula buy a house in London. When you realise that the count is up to no good you decide to escape from his castle. As you search for the exit, bats and wolves and such like appear and deplete your energy. However, certain rooms contain food which helps keep up your strength.

In level two you can control Johnathon, Lucy (that's his girlie), and Van Helsing (Lucy's brother-in-law and admirer) individually. You have to protect both the town of Wismar and your beloved Lucy from the unwelcome advances of plagued rats and vampiric townsfolk.

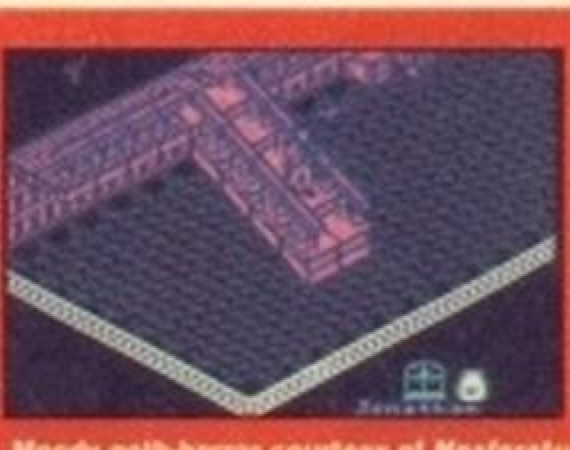
Swiftly onto level three and this time you play the part of Lucy. It is her destiny to destroy Dracula but as Johnathon and Van Helsing don't realise this you have to lock them in a room and then lure the Count into your bedroom, keeping him there until dawn – at which time he dies horribly. There you go, a doddle.

The graphics are pretty and atmospheric, gameplay is good, too. But it is slow. If you get get into the right mood, *Nosferatu* is worth the effort and is easily the best offering on this particular compilation.

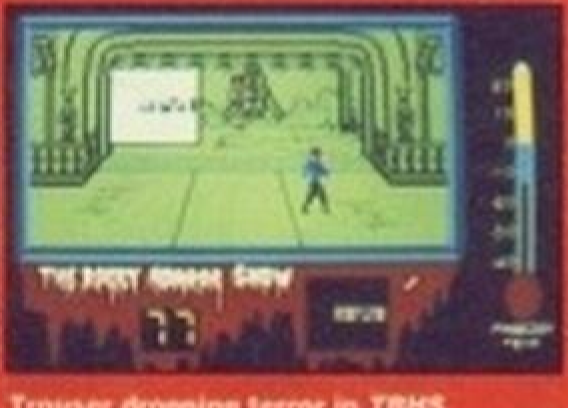
Our third dark and sinister descent into 64



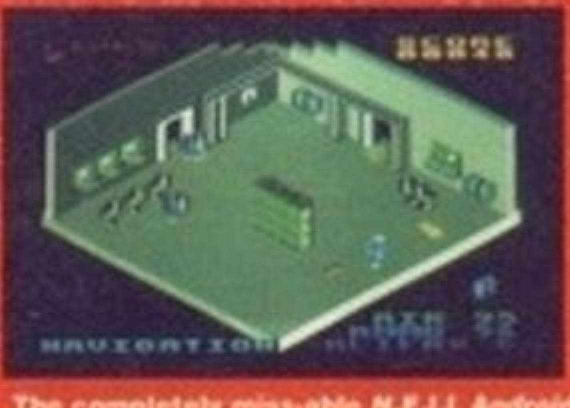
She Vampires – free from fright all right



Moody goth-horror courtesy of Nosferatu



Trouser dropping terror in TRHS



The completely miss-able N.E.I.L Android

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

software is *She Vampires*. It's basically a poor *Gauntlet* clone in which you, as the vampire killer, must cleave your way through six levels of the she vampires' mansion armed with a garlic gun (gimme a break). On each level you must collect a weapon which is vital to the destruction of the Great She Vampire herself, at the end of the game. Average graphics coupled with appalling gameplay makes this good for one thing, but I'm not into lavatory humour so I won't say it.

The final step into the realm of the supernatural is *N.E.I.L Android* (I suggest that the people at Alternative ran out of horror titles at this point). Again we're faced with 3D isometric graphics. This time you play an android who has to travel round a spaceship decimating aliens who have over-run it. You are armed with a gun that has limited ammo and a smart bomb which you can use once you've collected three energy cells. An oxygen counter tells you how long you have to live (N.E.I.L is in fact partially human). Again the graphics are only average and the control of your android is so temperamental that you soon come to realise that you'd much rather chew the fat with a six week old potato salad than play this.

FRAME RATE...

The only horrific thing about this title is the poor quality of three of the games on it. As always the budget price must be taken into consideration but even then it's not up to much. As frightening as a day out with Mr Magoo and just as interesting.

35%

ELIMINATOR

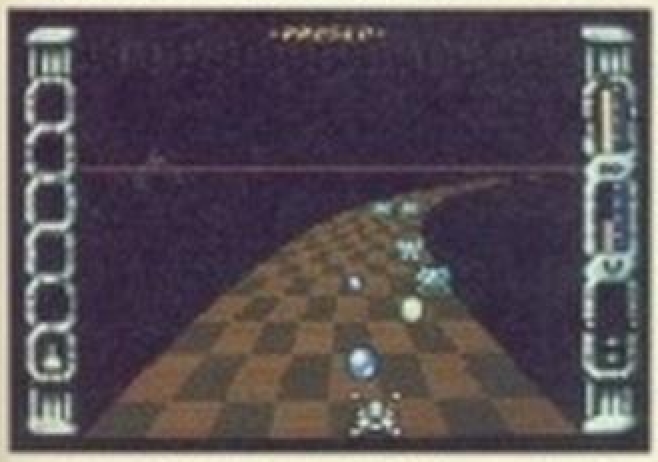
Players/£2.99 cassette

Players has now re-released this old Hewson classic in their budget range for the unfortunate few who missed it the first time round. It's a shoot-em up and 3D race game all mixed into one. You control an 'ultra fast, super streamlined eliminator' with which you must kill all known life forms in the galaxy (why you should want to do this is a mystery). The controls are simple; left, right and fire, but variety is provided by the myriad of objects that appear in front of your vehicle.

Force fields and other metallic debris destroy you on contact and must be avoided. Next on the most feared items list are aliens, which come in various unfathomable forms and fire back at you. Despatch them with haste as these too destroy you on contact.

Now and again crystals appear. These beef up your weaponry for later levels. At this point it's worth mentioning that level one is too long and too bland and may be terminally off-putting. This is a shame because later levels have rivers which can be jumped by using ramps (these are vital as the build up of debris blocks half of the road at certain points).

The graphics are excellent, especially the manic veering of the road, and gameplay after the first level becomes furious as more and more split second decisions are required. The soundtrack also great adds to the excitement. At £2.99 this is undoubtedly bargain city.



Take a trip down *Eliminator* avenue and you won't make any friends. You might end up a crack shot but that's another matter

FRAME RATE...

It's official, this prison business has definitely affected my judgement. I'm recommending this one and I don't give two hoots. It's a bit boring to start with but the pace soon picks up. Probably the best of this month's bunch. See you after Christmas when hopefully I'll be back in possession of a sound mind *(I wouldn't bank on it – Ed)*.

85%

ARCADE TRIVIA QUIZ

Zeppelin/£2.99 cassette

With the rising cost of alcohol and increased awareness of the harm it does, people are leaving pubs by their thousands (though not, I hasten to add, the employees of *Commodore Format*). However, the born again teetotallers are experiencing a gap left in their otherwise fulfilled lives, and that is the inability to play pub trivia games. Thankfully this gap has now been filled with the new budget release from Zeppelin. All the fun of an arcade machine on your trusty C64, sounds like a hoot.

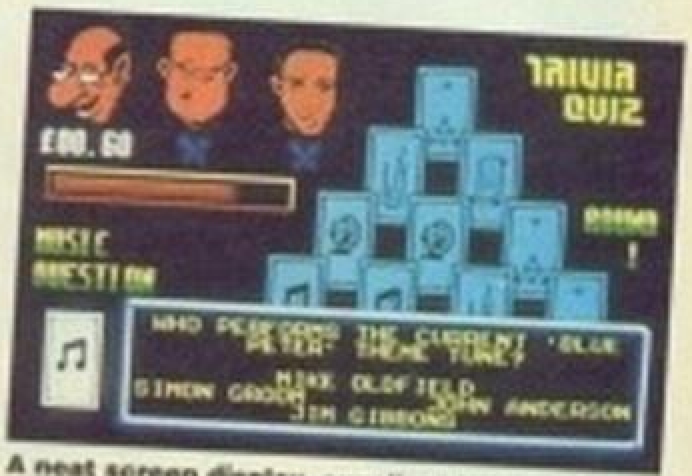
At the start of the game a menu gives you a choice of seven sets of questions and if you've got your mates round you can choose to control up to three players. When the main screen appears, you are faced with a pyramid of playing cards, each with different symbols on them. The symbols represent question categories and are well designed in that each category is immediately recognisable – a globe for geography, a camera for films, and so on.

When the clock starts ticking down you must select a category from the bottom row of the pyramid. Answer the question correctly and you progress to the next level of the pyramid. Get it wrong and you can either start again or continue by forfeiting another 20p (you start the game with 80p).

Once you reach the top row of the stack and answer the question relating to the one remaining card you move onto the 'cash run' bonus level. A trail of cash amounts flashes before your greedy eyes, increasing in value from 20p to a £5 jackpot. Your simple task is to answer a question correctly for each amount. One incorrect answer loses you the bonus level and you return to the start of the pyramid again.

The ultimate aim in the single player game is to accumulate as much money as possible. In multiple player mode, you must try to stay in credit longer than your odious chums.

There's not really a great deal more you can say about this game except that it's fast, colourful, musical and if you like trivia games you'll love it. The multi-player option also allows for friendly interaction with some friends which increases the overall enjoyment even more.



A neat screen display, excellent icons and multiple choice questions make *Arcade Trivia Quiz* a cut above your average brain teaser

FRAME RATE...

It's a fair cop, this is a goodie. Don't be fooled by the relatively low rating, that only reflects the lack of originality and interesting features. If you take it for what it is (and that's a simplistic triv' attack) you won't be disappointed. I wonder if the screws will lend me £2.99?

65%

IT'S TOUGH AT THE TOP BUT IT'S TOUGHER WHEN YOU'RE NOT SO HOT!

THE CHARTS

THE DEFINITIVE GUIDE TO THE **BEST-SELLING** C64 SOFTWARE

FULL PRICE GAMES

Boring! The first three slots have stayed exactly the same, while the rest of the charts have simple shuffled around. DoMark's *TNT* and *Wheels of Fire* compilations come screeching up the charts ('tis the season to put lots of games in one box and flog 'em off cheap) and *World Cup Soccer '90* reappears once again. One major eyebrow-raiser comes in the shape of EA's *Ferrari Formula 1* which sneaks back in at number 20 after an extended vacation. Tip for the top? *Rick Dangerous 2* deserves to do well, but *Chase HQ II*, *Robocop 2* and the Turtles are coming soon...

1	(=)	**SHADOW WARRIORS**	Ocean	
2	(=)	**BACK TO THE FUTURE**	Mirror	*CF* PowerRating 59%
3	(=)	**TURRICAN**	Rainbow Arts	
4	(10)	**TNT COMPILATION**	DoMark	*CF* PowerRating 62%
5	(4)	**EMLYN HUGHES INTER' SOCCER**	Audiogenic	
6	(13)	**GAZZA'S SUPER SOCCER**	System 3	
7	(5)	**ROBOCOP**	Ocean	
8	(15)	**KICK OFF**	Anco	
9	(11)	**F16 COMBAT PILOT**	Digital Integration	
10	(9)	**WORLD CUP SOCCER '90**	Virgin	
11	(-)	**WHEELS OF FIRE Compilation**	DoMark	
12	(-)	**CRICKET CAPTAIN**	D&H Games	
13	(7)	**CHASE HQ**	Ocean	
14	(6)	**FLIMBO'S QUEST**	System 3	
15	(-)	**RICK DANGEROUS 2**	M'prose	(*CF* PowerRating 94%)
16	(-)	**ULTIMATE GOLF**	Gremlin	(*CF* PowerRating 83%)
17	(14)	**DRAGONS OF FLAME**	US Gold	(*CF* PowerRating 57%)
	(4)	**PLATINUM COMPILATION**	US Gold	(*CF* PowerRating78%)
		OPERATION THUNDERBOLT	Ocean	
		FERRARI FORMULA 1	Electronic Arts	

BUDGET GAMES

Kixx's *Out Run* comes storming straight in at number one and finally breaks the Codies' hold on the budget top slot, sending *Quattro Adventure* into second place. Looks like some of you have finally taken some of Roger's advice! Any surprises? Er... not really. Biggest tumbler this month is Hi-Tec's *Ruff And Reddy* which drops 18 places, hits terminal velocity and goes whizzing off the bottom into no-charts-land. Tips for the top? Well, tell you the truth, we reckon *Out Run* might take a bit of pushing before relinquishing it's pole position. Have to wait and see...

1	(-)	**OUT RUN**	Kixx	*CF* Frame Rate 75%
2	(1)	**QUATTRO ADVENTURE**	CodeMasters	
3	(5)	**RUN THE GAUNTLET**	Hit Squad	
4	(2)	**QUATTRO COMBAT**	CodeMasters	*CF* Frame Rate 75%
5	(6)	**RASTAN**	Hit Squad	
6	(8)	**PAPERBOY**	Encore	
7	(11)	**QUATTRO SUPER HITS**	CodeMasters	
8	(9)	**FANTASY WORLD DIZZY**	CodeMasters	
9	(4)	**GUARDIAN ANGEL**	CodeMasters	*CF* Frame Rate 35%
10	(7)	**QUATTRO SPORTS**	CodeMasters	
11	(14)	**HONG KONG PHOOEY**	Hi-Tec Software	
12	(-)	**TARGET RENEGADE**	Hit Squad	
13	(-)	**SOCCER DOUBLE**	E&J Software	
14	(-)	**JAWS**	Alternative	
15	(10)	**PRO BOXING**	CodeMasters	
16	(3)	**SALAMANDER**	Hit Squad	
17	(-)	**QUATTRO ARCADE**	CodeMasters	
18	(17)	**PRINCE CLUMSY**	CodeMasters	
19	(3)	**D T'S OLYMPIC CHALLENGE**	Hit Squad	
20	(19	**YOGI'S GREAT ESCAPE**	Hi-Tec Software	

RT
OY! Where's my

Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, 🟥 means it's on its way up, 🟦 means it's on its way down, ▨ means it hasn't moved, and 🟨 is a new entry (or it has re-entered the charts, jammy thing!). Those games lucky enough to have been reviewed by the *CF* team have their PowerRating next door, so you can see how it scored – and whether it deserves to be where it is!

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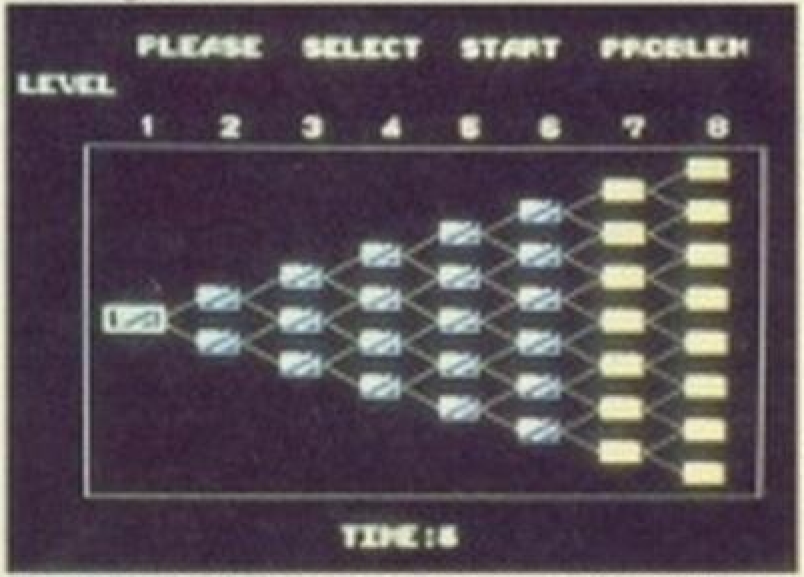
FREE SOFTWARE

Commodore

PUZZNIC

There are lots of things you can do with a brick. Build a very small tower. Make a very big paperweight. Invent the world's fist sinking submarine. Nope? OK then, how about turning it into a puzzle game and using it to make loads of dosh?

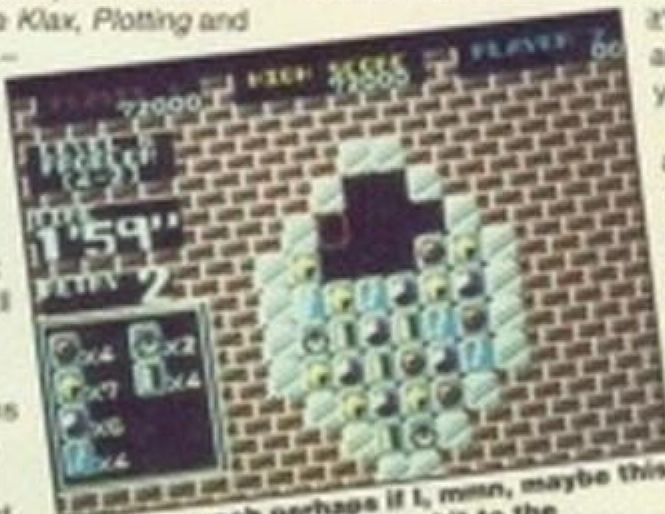


The level selection screen allows you to choose which level you start on and which route to take. So you can take a different path every single time WOW!

By a rather weird and spooky coincidence that's exactly what Ocean have done. Like *Klax*, *Plotting* and *Tetris*, *Puzznic* – converted from an obscure Taito coin-op – is basically a load of blocks. No ordinary blocks these: they come in all sorts of psychedelic colours and patterns and are deviously arranged in strangely shaped pits underground. When two identical bricks touch each other they disappear, and that's where you come in. You, being a bit of a clever clogs, have been selected form hundreds of applicants (OK, one or two) to push matching blocks together and clear each screen within the officially designated time limit. There are 36 different levels: you can pick your own starting point from the first 21.

Here comes the tricky bit. Bricks can only be pushed into a free space left or right: and because they can't jump, move upwards or climb on top of one another it's very easy to get them stuck. Brainwork is what's important here.

The first few screens are easy peasy: a bit of nifty joystick shunting and you're home and dry. Then, just when you think you've got the hang of it, things start getting seriously hard. Suddenly you've got to cope with much more involved arrangements, negotiate moving platforms and eliminate three tiles at once. Time's tight but it's crucial to plan ahead: if you don't you're dead.

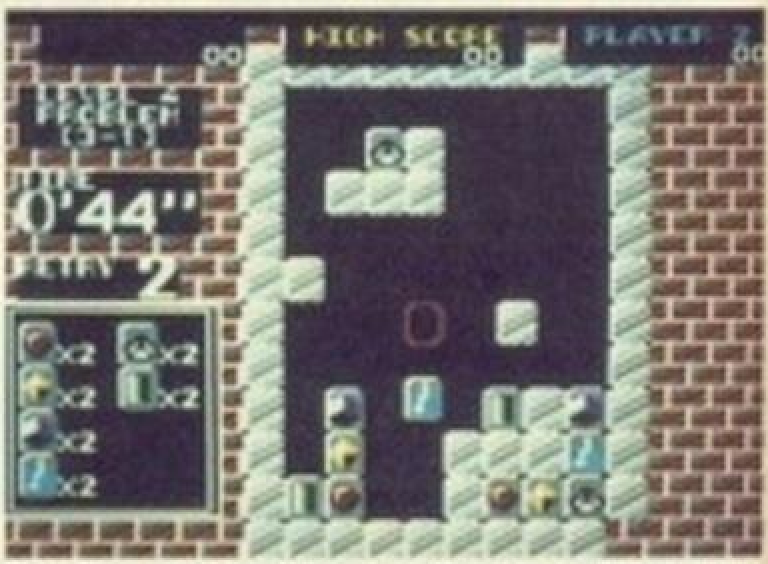


Ah yes, er, ooh perhaps if I, mmm, maybe this one wil...blast, got it just a bit to the le...lordy, things get kinda difficult later on

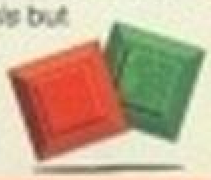
For those situations when you completely mess up, you've got a limited number of retries. Press the spacebar and the screen goes back to its original layout – though the time continues ticking down.

Like most puzzlers, *Puzznic* isn't going to win any prizes for audio-visual effects. The graphics are adequate and the sound is bearable. Not that it makes any difference because what *Puzznic* lacks in frills it makes up for in addictiveness. It hasn't got the depth of *Tetris* but it's tough, compulsive and a barrel of fun. Don't be a blockhead, try it for yourself.

KATI



Here there are about three squillion blocks to the left that are completely irretrievable. Clever use of roving platforms will prevent this sort of monumental cock-up



Game	**Puzznic**
Maker	**Ocean**
Cassette	**£10.99**
Disk	**£15.95**

POWER RATING

THE DOWNERS...

- Irritating in-game tune
- Could do with a greater variety of on-screen features
- Awkward control method may cause problems at first

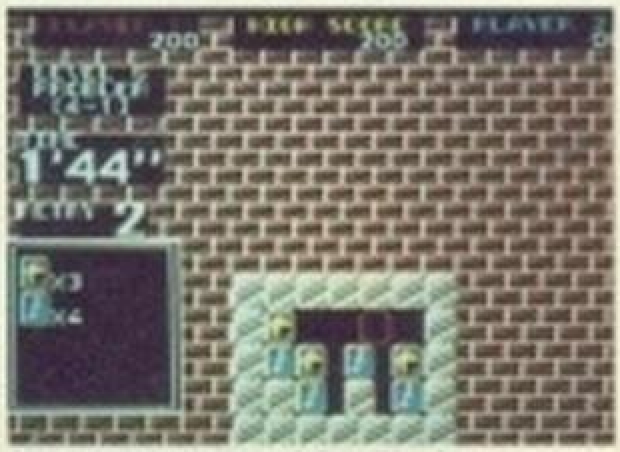
100

79%

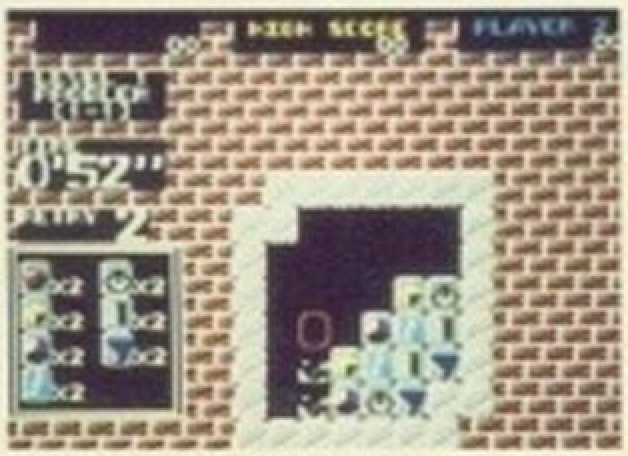
0

- **Highly addictive**
- **36 mind boggling screen designs**
- **Continue option**
- **Tight time limits**
- **Start on any of the first 21 levels**
- **Retries to get you out of sticky situations**
- **Good use of elevator and conveyor blocks**
- **Wonderfully difficult later**
- **Lots of on-screen statistics**
- **User-friendly presentation**

...AND THE UPPERS



Small ones are more juicy. The four blues are simple enough but how on earth do you wipe three yellows at the same time?



Two down, several dozen to go. This first screen is a doddle as all the tiles are in pairs. Don't be fooled, it gets tough very fast

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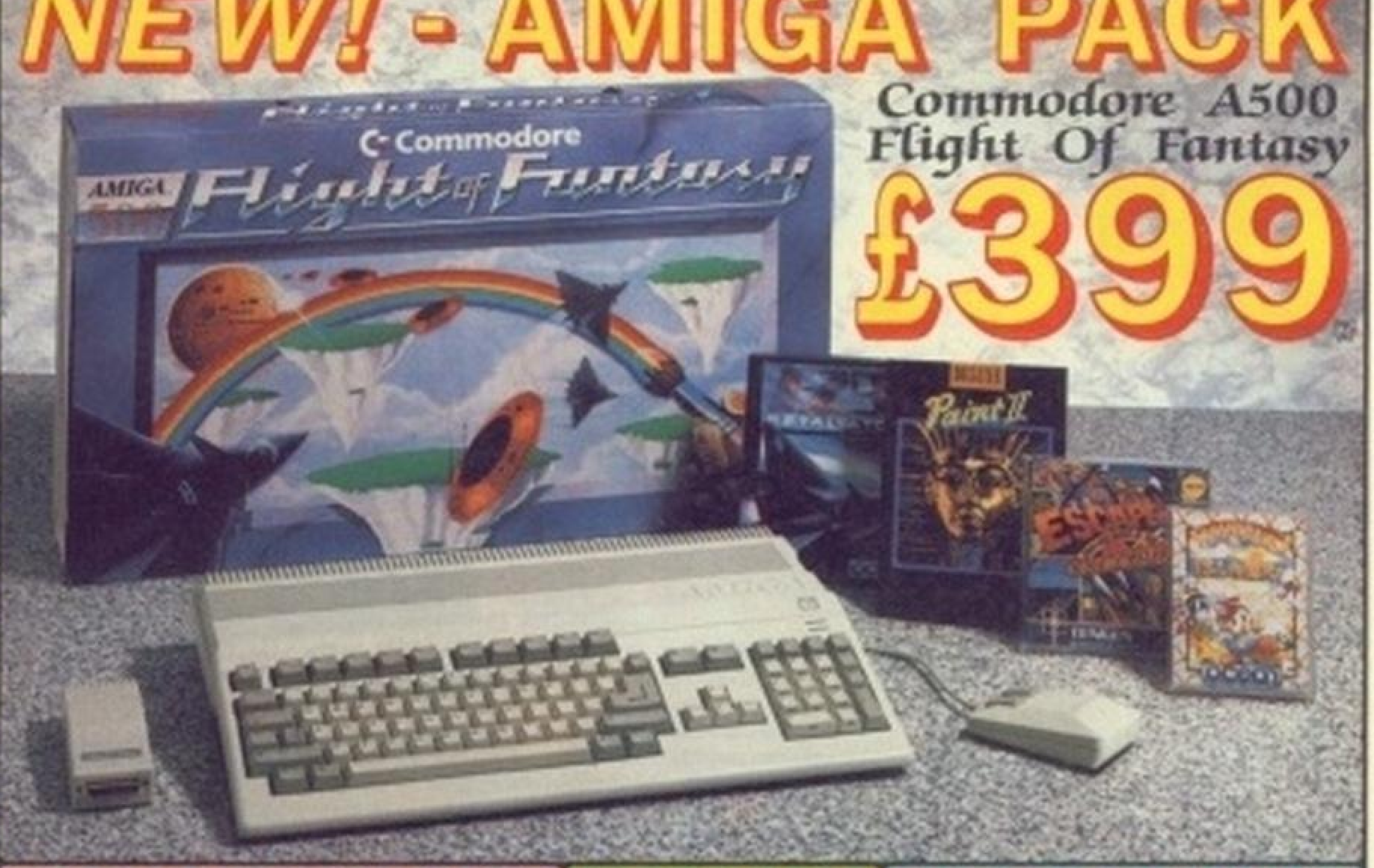

Commodore A500 Flight Of Fantasy

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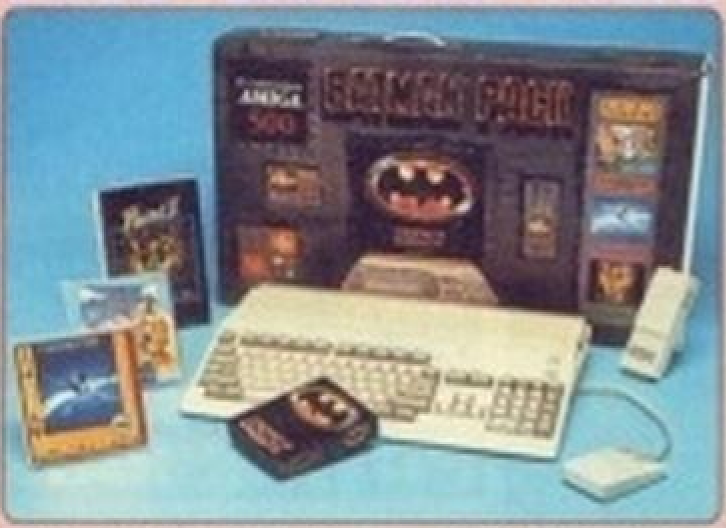
A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer with mouse controller and TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning Joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-18's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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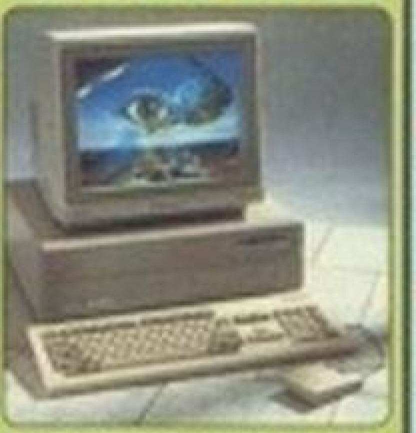
AMIGA 2000



For the more serious or professional application user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295 + VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 8 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

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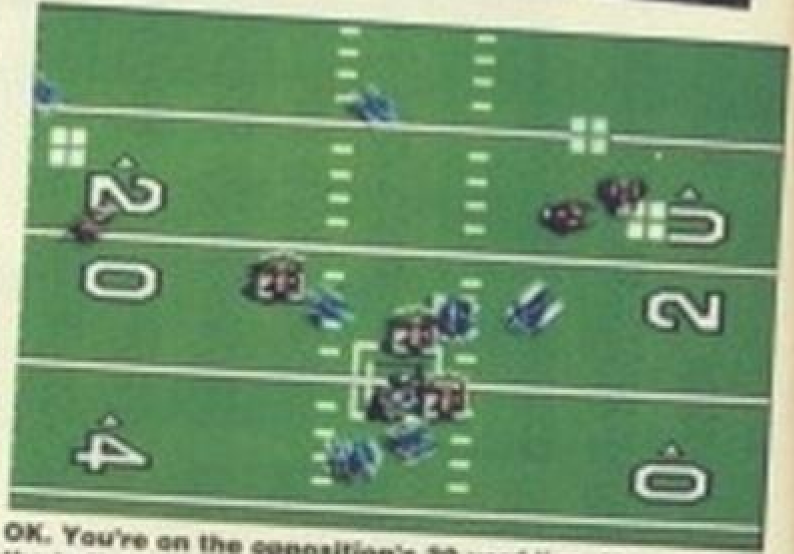
The year is 2022. American football has been phased out and, instead, a closely related game is played out by robots five times the size of a person, with a single human taking control of each powerful and destructive team. Bloodshed is no more. Head to head metallic destruction on a monumental scale is the aim of the game, *Cyberball* is it's name. Let automation devastation commence...

Yes, this is the future of American Footie as told by Domark, with their first cartridge game, an arcade conversion of the Tengen coin-op *Cyberball*. When you first switch on, the title page is instantly displayed. Oh joy, praise be, hurra... (*Don't worry folks, the novelty will soon wear off – Ed*). You must then select your team from a choice of six. Two of these are part of an amateur league which supposedly gives rise to an easier game (but that is very debatable).

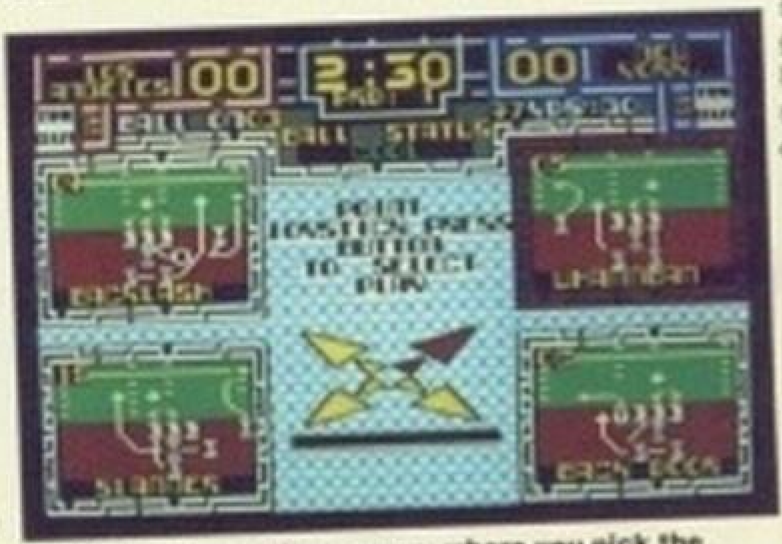
At this point, an explanation of the overall aim of the game would be wise. Your team must score touchdowns by carrying the explosive ball over the opponents' end zone. When you are in possession of the ball you have four attempts to get it ten yards up the field before it explodes. When the ten yard target is reached the ball is defused and the attack cycle starts all over again.

During an attack phase two types of play can be made. The first is a running play which involves transferring the ball to your running back so that it can make lunatic dash towards the end zone. The other play is a passing play which is slightly more complex. The quarterback must avoid the opposition until the wide receiver has reached the point of interception (a flashing square) at which point the quarterback throws the ball to the receiver who you, the player, now controls. The receiver makes a suicidal streak towards the end zone. If either the ball explodes or the other team intercepts it, possession is lost to your opponents.

When this happens you have three 'defensive' play types; long, medium and short. Long plays are good for intercepting an opponent's throw thus gaining possession. Short plays are good for sacking the opposing player who has the ball ('sacking' – a term meaning quite literally 'pummel into the ground') thus preventing him getting any yardage. Medium plays are good for, er, indecisive players (*Wot a cop out – Ed*). Within this framework there are dozens of variations on each individual play. In theory these can be used tactically but in practice the choice of play was almost totally irrelevant.



OK. You're on the opposition's 30 yard line. You've got the ball... Errrr what happened next? Um, I got pushed into the enemy players by my own team? Correct!



Here's the play-calling screen, where you pick the team formation for the next, er, play. The little diagrams show how you're supposed to run or pass

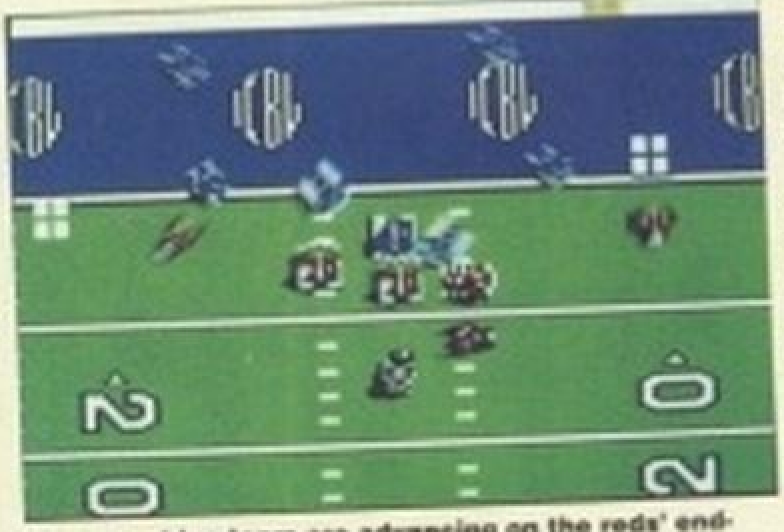
The single player game suffers badly in many respects, the computer controlled players on your team are remarkably stupid and tend to hinder your game. This leads to very intermittent play where skilful dashes and passes are mostly attributable to pot luck. There are even occasions when, during a blazing run up the pitch, you get tackled by one of your own players.

The two-player option only adds a little to the enjoyment. With this option you both play for the same team, one player being the quarterback and the other the receiver. This can often lead to spectacular passes and touchdowns but, unlike the one-player option, it makes beating the opposition far too easy, even in the professional league.

The graphics and sound are very nicely done but where the whole thing falls flat is in gameplay. It's either too tough or too easy. There are also some very apparent bugs in the program. Apart from the self-tackling team mates, I was also tackled by an invisible opponent and at one point the game froze altogether.

The excellent presentation of the game itself amounts to nothing when placed alongside the ambiguous rulebook and disastrous gameplay. With more effort this could have been an excellent futuristic sport sim' but with the existing flaws cannot really be recommended.

ANDY



Here your blue team are advancing on the reds' end-zone, and there's a nice action shot (ie blurred) of your players racing for passing position (the white squares)

Game	**Cyberball**
Maker	**Domark**
Cartridge	**£19.99**

POWER RATING

THE DOWNERS...

- Very poor instruction booklet
- Individual 'plays' add little to the tactical element
- No apparent difference between instructional and 'pro' leagues
- Tricky control in solo player mode
- Unforgivable bugs and crashes

100

51%

0

- **Presentation is excellent, from title screen to menus to pitch display**
- **Sprites are good while the pitch is bold and scrolls nicely**
- **Decent soundtrack and spot effects add to the play**
- **Fun in two-player game, but only because you can thrash all the opposition, no sweat**
- **An interesting departure for fans of American footy**

...AND THE UPPERS

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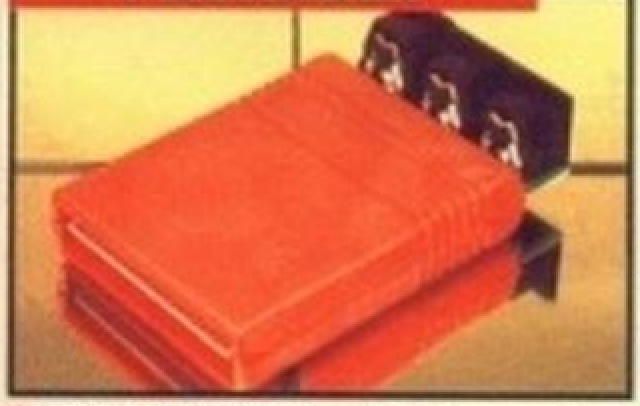

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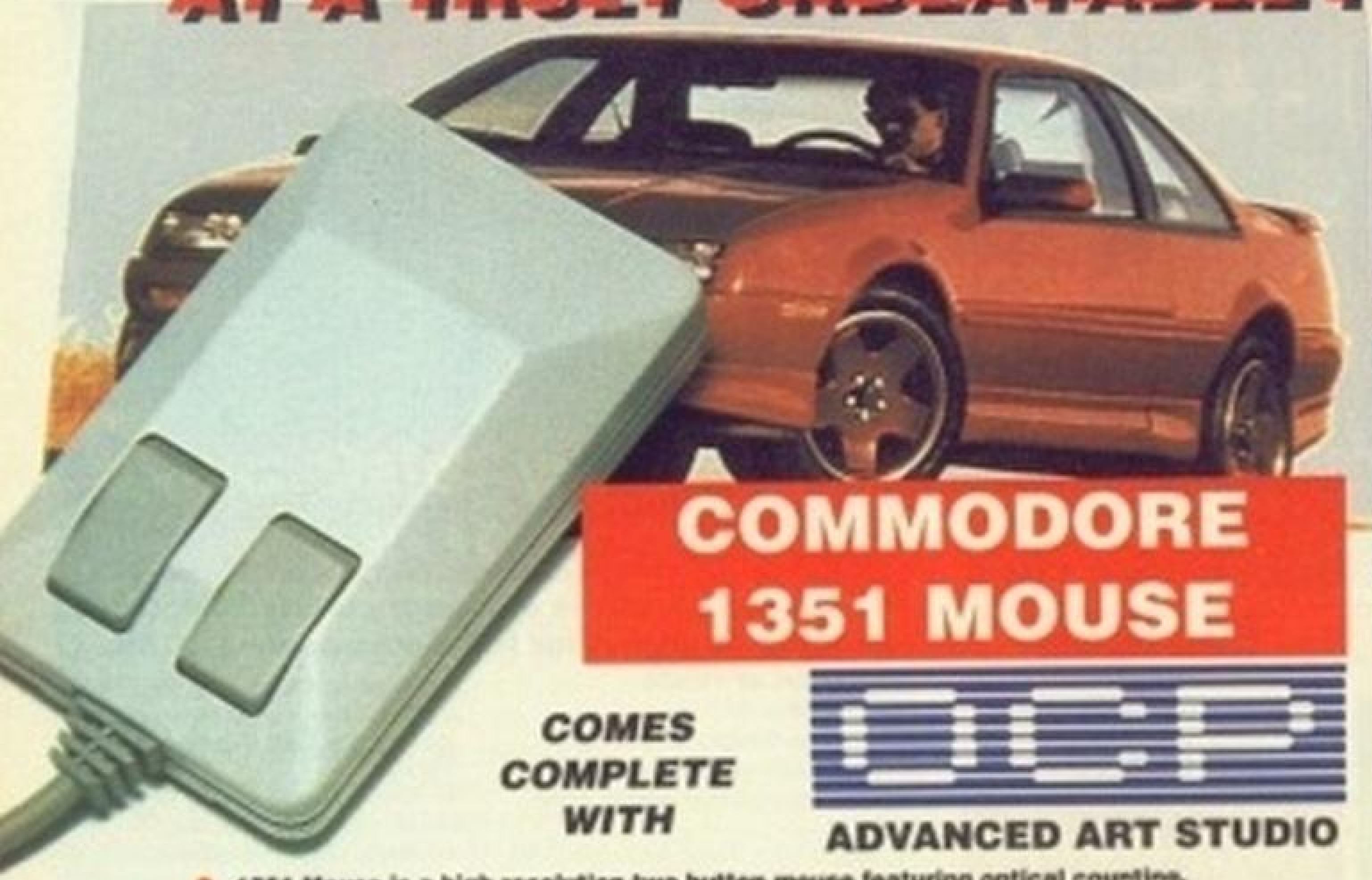

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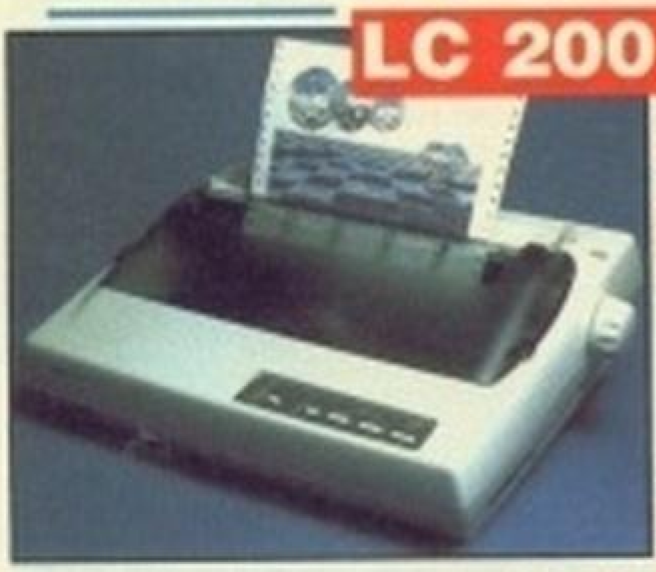

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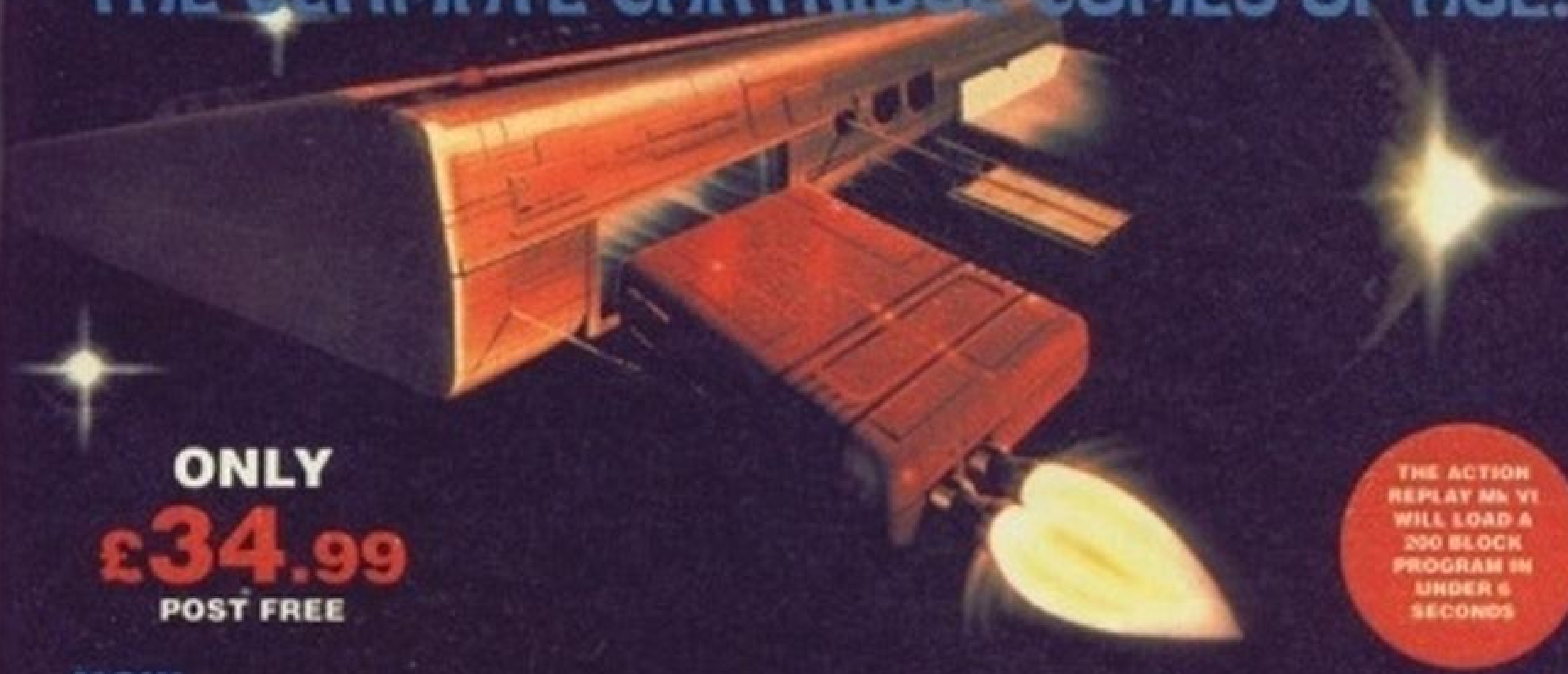

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VISA

THE HUNT FOR RED OCTOBER

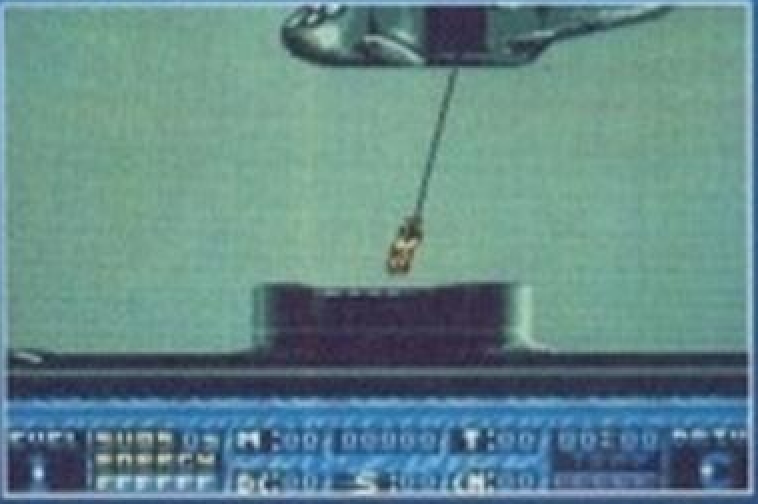
MOVIE TIE-IN

The last of the cold war movies has been made into the last of the cold war games. Our reviewer docks with his 64 to see just how water-tight Grandslam's effort is

Oy, Capt Petrovski, have you seen a sub anywhere? I'm sure I left it here. *Yes Comrade, I think Ramius had it last.* Oh Bloody 'ellski, if it's not pens or staplers, it's nuclear subs. If you see him, tell him I need it back. *Er, okay, but don't hold your breath. I've always said, never trust a Russian with a Scottish accent.*

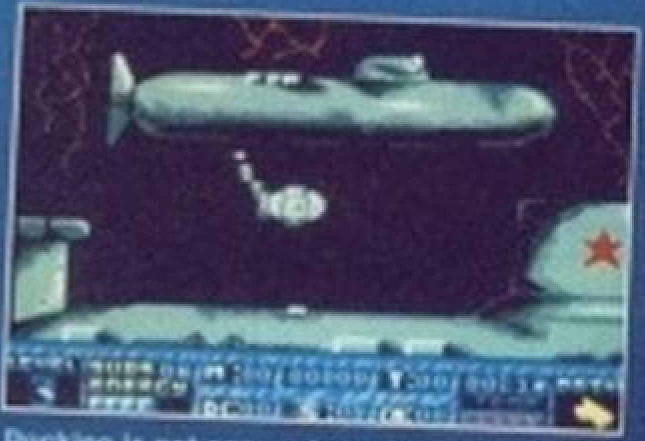
The Cold War has been over for ages. On the hip and trendy scale, Russians are now way above anything Manchester's music scene can throw at us, so it was a decidedly odd move to make a film based on Tom Clancy's Cold War thriller The Hunt for Red October. But as ever, however good or bad a film is, it inevitably gets translated onto the computer screen before you can say Glasnost. This particular film licence has been taken up by Grandslam and unlike the previous *Hunt* game (based on the original novel) this one is arcade action rather than strategy.

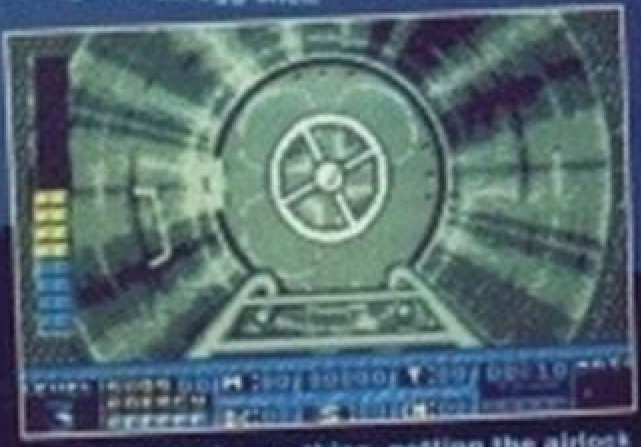
There are five levels in all starting with the rather precarious and rather aptly named 'Helicopter level'. This involves lowering Dr Jack Ryan, a CIA agent, onto the Submarine USS Dallas from his 'chopper'(this space is reserved for cheap innuendo). The seas are rough, the wind is blowing and you only have limited fuel. The left and right movement of the helicopter can be controlled with left and right movements of the joystick, these controls being suitably awkward to mirror the precarious nature of a real helicopter drop. Up and down controls the lowering and raising of the winch on which you hang. By using these controls to counteract the ravages of nature you must deposit Dr Ryan on the stack on the top of the sub. The graphics in this sequence are absolutely water logged.


Is something bothering Dr Ryan? I don't know but he's been at aloose end all day. Fight to keep control of the chopper so that Jack can board the USS Dallas

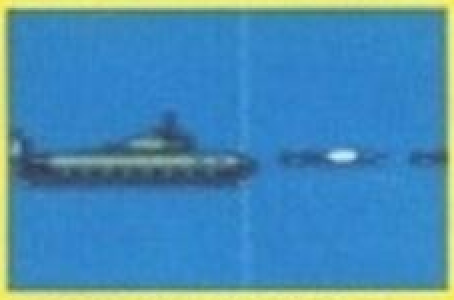
Level two takes us on to more familiar territory with a horizontally scrolling shoot em up. You must pilot the USS Dallas through an undersea trench, *Scramble* style (*Scramble* – noun, very old shoot-em up indeed), avoiding young and upwardly mobile missiles, Red Fleet subs, and heat seeking torpedoes. You have at your disposal, torpedoes that fire forwards, depth charges to destroy sea bed based threats and odd blobby little bomb things that fire backwards. Even though this is just one small sub level of the whole game, the graphics are as well drawn as if they were the be all and end all of the whole game. The trench is green and seaweedy, while the sprites are adequately defined and it all plays smoothly too.

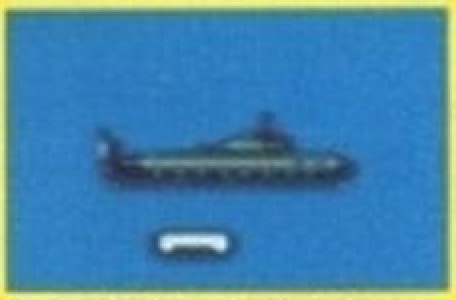
The third level is vaguely similar to level one but this time Dr Ryan must manoeuvre a mini sub from the USS Dallas and dock with the Red October for some tea and crumpets with Capt Ramius. After disembarking from the Dallas, your sub plummets towards the Red October. Pressing fire produces upward thrust, so it's a case of tapping fire whilst moving left and right (to compensate for

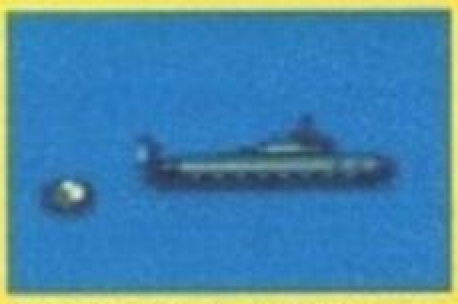

Docking is not easy, what with violent currents and a mini sub with the strength of an egg shell

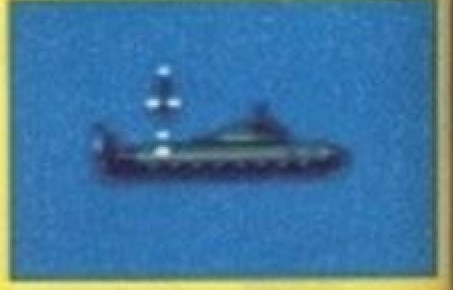

Docking is one thing, getting the airlock open requires a whole new approach. Namely frantically waggling your joystick

THE DARKER SIDE OF DAVY JONES – WATERY WEAPONRY


Torpedos ahoy! Use these to despatch the oncoming Reds

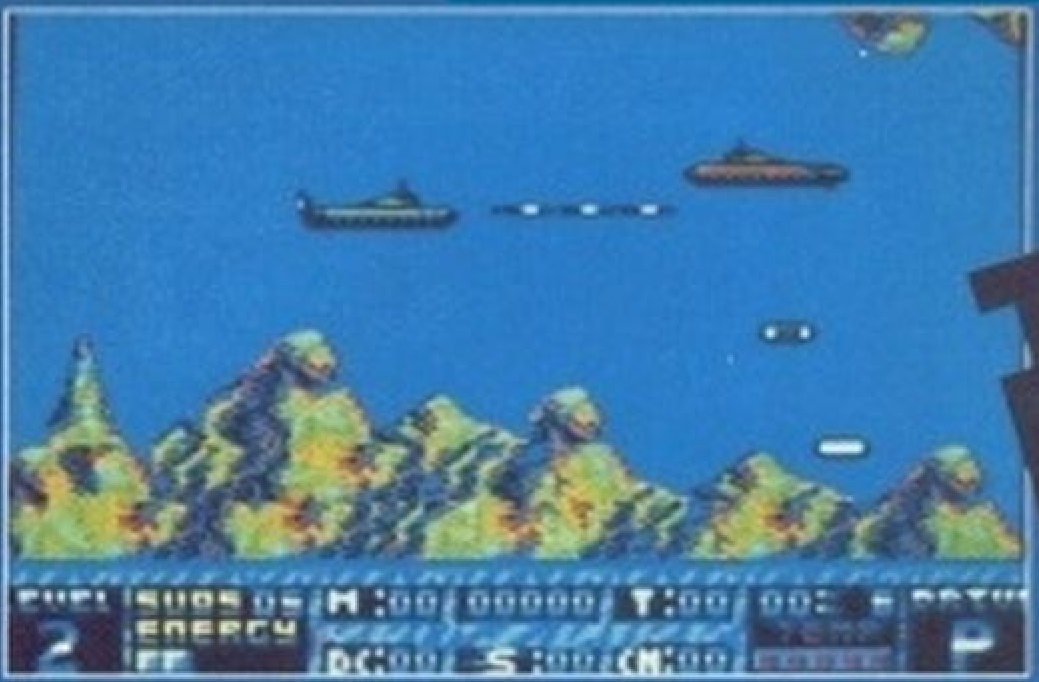

Depth charges are effective against sea bed based missiles


Rear firing blobs, useful for any commies you might have missed


Up and under, rockets can disembowel wayward Russians

The hunt is on for COMMODORE FORMAT 5, February 1991

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/



Wot a giveaway. Painting your sub bright red isn't really the best way to remain inconspicuous, even if you are a red-blooded Ruskie

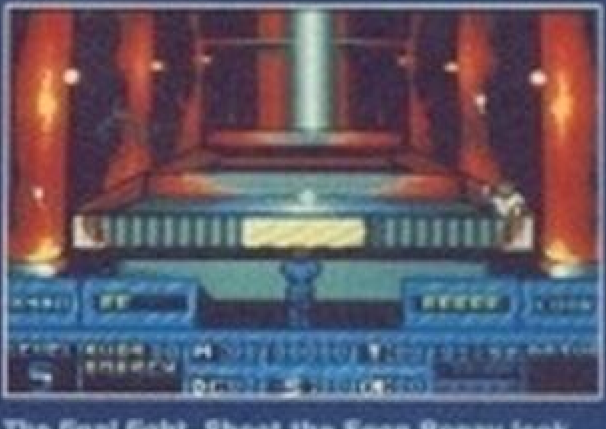
You control the Red October and have to avoid the might of the Red Fleet.

underwater currents) in order to edge slowly down to the tiny mark on the Russian sub which represents the airlock. Pin point accuracy is essential, otherwise your sub explodes, along with you. It's also a race against the clock, in that you must get there before the allotted twenty five seconds is up and the tea and crumpets get cold (*is that why it's called the cold war then? – Ed*).

At this point there is a sort of sub sub-level involving the airlock itself. A full screen representation of the airlock appears with a power meter to the left. All you have to do is waggle the joystick frantically left and right (like in those sports games that knacker a 'stick every five minutes) so that the power meter reaches the top, thus opening the door before the time limit runs out.

Level four is just like level two, but this time you control the Red October and have to face the might of the Red Fleet. Nuff said.

The fifth and final level takes place in the reactor room of the sub. Large pipes flank each side of the screen from behind which the sub's cook appears in an attempt to sabotage the operation (presumably he got cheesed off with the crew for not eating their greens). In this simplistic *Operation Wolf* type thang you simply have to shoot the cook several times to save the day. If you miss and hit the pipes more than three times, the reactor blows and and you become little more than guppy fodder.



The final fight. Shoot the Egon Ronay look alike, not the pipes or you'll both end up as a freshly prepared sea-food salad

Red October's graphics aren't of the gobsmacking variety but a lot of thought has obviously gone into the neat and atmospheric design of each level. The plot of the game follows the film very closely, so much so that this is one of the most accurate film licences to date, a highly commendable achievement in an area where the final product often bears little or no resemblance to its film counterpart. The sound, however, can only be described as adequate: it neither adds to nor detracts from the game.

While each game style has obviously been influenced by previous releases, they have all been competently produced and all come together to make a polished consolidated package.

ANDY

Game	***The Hunt for Red October***
Maker	**Grandslam**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- There's nothing really original here. Each game is based on a tried and tested formula

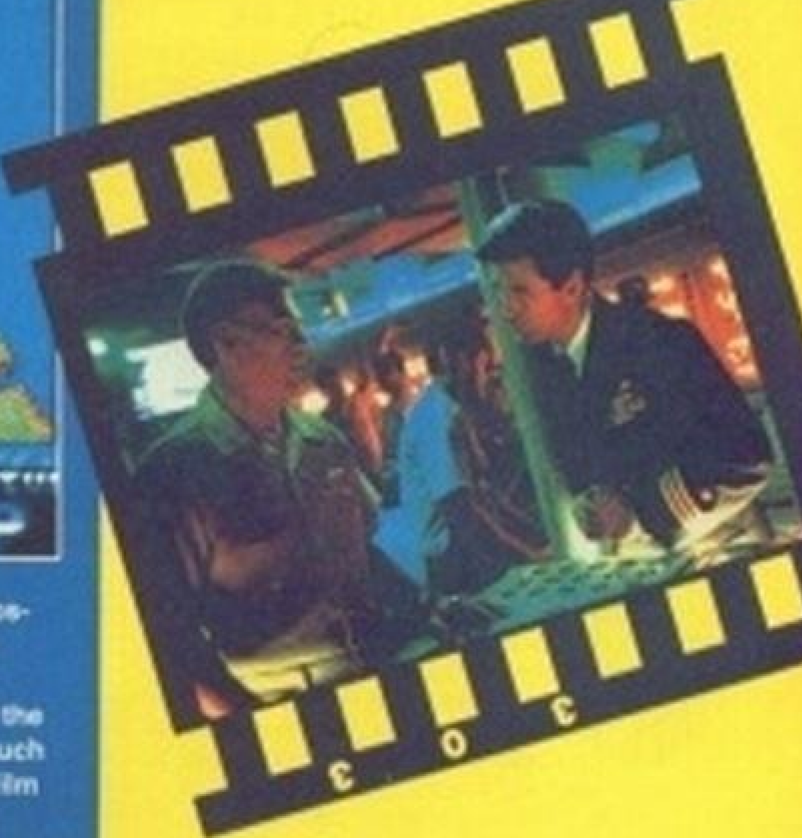
100

87%

0

- The plot of the game and the plot of the film are one and the same. Very accurate indeed
- Satisfying gameplay
- While unoriginal, each level is sufficiently polished to make this a pleasure to play
- Six completely different levels combine to provide good value
- Controls throughout are both responsive and easy to get to grips with
- Atmospheric graphics convey the cold and darkness of the bottom of the ocean

...AND THE UPPERS



THE HUNT FOR A RED HOT MOVIE

Glasnost and Perestroika are dead, long live East-West loathing and the Cold War. 'Ere, hang on a minute, that's not right. No sooner do we get on speaking, nay, McDonalds eating terms with the Ruskies than some geezer comes along and makes a film about the world being on the brink of Armageddon thanks to a slightly mad submariner who has a taste for joy riding around the sea bed.

But who cares? The Hunt for Red October was written by Tom Clancy way back in 1984 and despite its subject matter is the perfect vessel for a tension packed big screen thriller, especially when you manage to bag Sean Connery in the leading role.

You should all know the plot by now so we'll launch straight into some facts about the film.

1. It cost an estimated $30 million to produce (not cheap, huh)
2. Half of that went on Connery's wage
3. That last one was a lie
4. When a member of the US Government saw the set of the sub's interior he reported the production crew to the FBI as he thought it was all a bit 'too accurate'
5. When asked, US government officials were unwilling to comment on the authenticity of the Red October's interior sets
6. US Navy officials would not reveal how deep their subs go, except to say that it is 'in excess of 400 feet'. Though in truth,1000 feet plus is not unlikely.
7. Even at the age of 127, Sean Connery is still dashingly handsome and was recently voted the sexiest man of all time.

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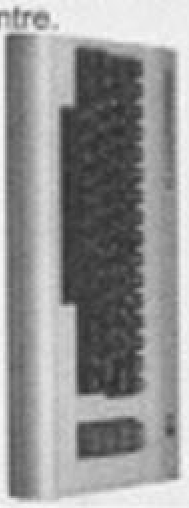

CF

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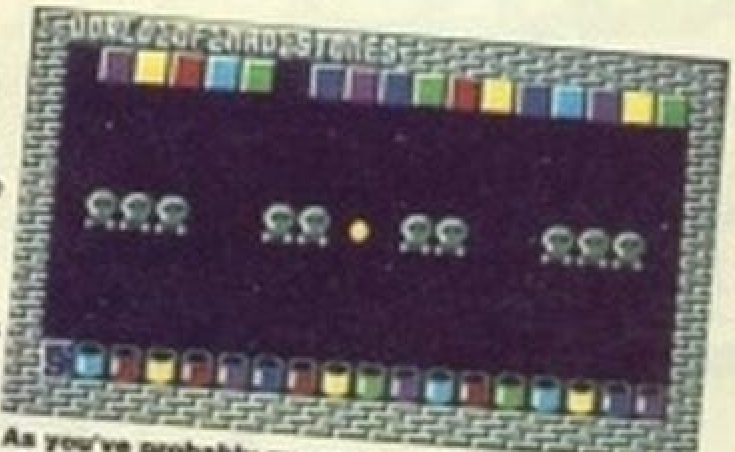
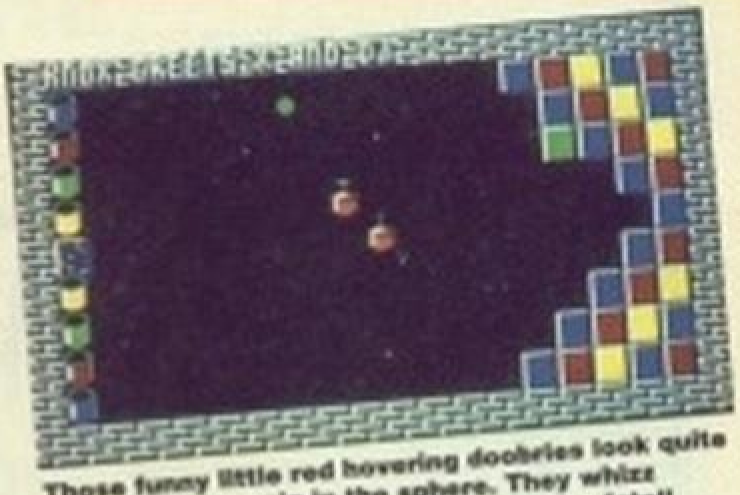
Commander Knox is a genius. We know this not because he once discovered a cure for cancer in his sandwich box. No. We know this because when Commander Knox fell into a Black Hole in a small galaxy in the year 2064 he didn't shout, 'Help!' or, 'This is it – we're done for, chaps!' but, 'Aha, we've jumped into the 12th dimension. This means, unless I'm mistaken, that we will encounter weird, geometrical worlds.'


As you've probably guessed, the skulls are a case of Game Over. At the moment, your ball is yellow, and can only therefore destroy yellow blocks

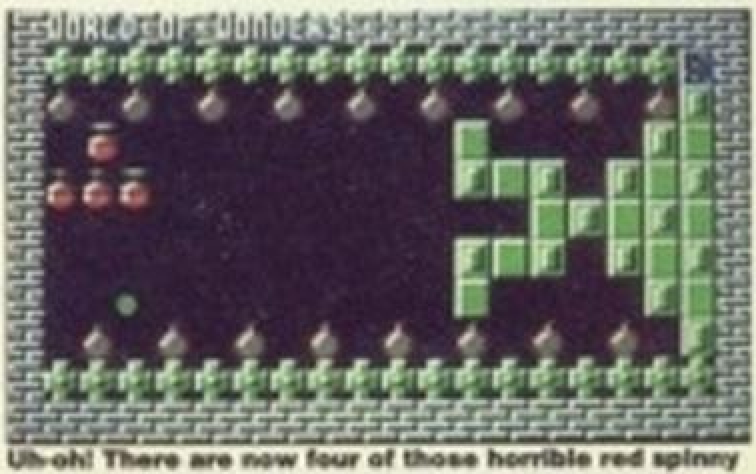

Those funny little red hovering doobries look quite cute but are a pain in the sphere. They whizz around the screen and one touch proves fatal!

GOTCHA!

He was, of course, absolutely right. All around him whirled strange square planets which could easily have been transformed into habitable worlds (conveniently solving the 4th dimension's terrible problem with council waiting lists) if it weren't for a bunch of contaminating radioactive blocks.

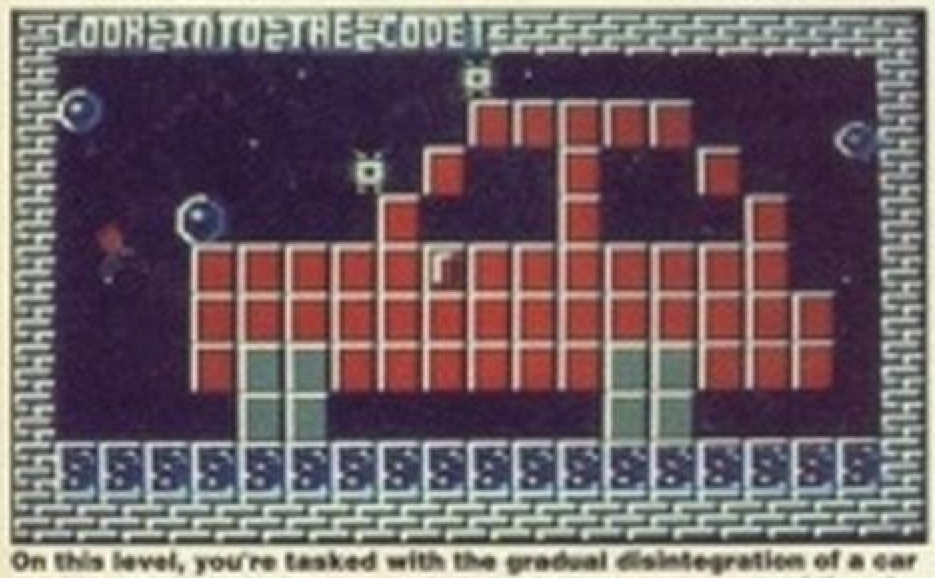
And that's where you come in. It's your task to remove the offending boulders from 40 different planets without further ado – and all the equipment you've got is a little rubber ball...

What all this boils down to is a rather elaborate *Breakout*-style game. Your ball, or sponde as they call it in the trade, is only capable of bouncing up and down so, using left, right and speed-up controls you've got to manoeuvre it round the screen and use it to smash up those blocks. The faster you go, the bigger your bonus.


Uh-oh! There are now four of those horrible red spinny things. And those grey blobs are exploding bombs. Blimey! Just how tough is this!

Easy? It would be if there weren't so many savage skulls, horrible helicopters, riotous robots and bulldozing bubbles lurking about the place. One touch and it's curtains for Mr Sponde. To make matters worse most of the blocks are colour-coded; to dye your ball the same shade as the block, you have to dip it in the appropriate paint-pot first. And that's just the half of it. In the 12th Dimension there are one-way roads, moving blocks, colour-coded doors, bombs and mysterious question mark bricks floating about all over the shop.

No job too small, no commission too large


On this level, you're tasked with the gradual disintegration of a car (shape). Bounce on all the red blocks to destroy them, avoiding the five aliens things which want to do the same to you!

It sounds like a sure-fire formula for a puzzle game: lots of different levels, plenty of obstacles, a screen designer and a couple of excellent two player options both of which have totally different sets of screens. No two levels are exactly alike and there's always plenty to keep that cute little sponde occupied.

In practise, it can be so excruciatingly frustrating you'll want to stick your Doc Martens straight through the screen. The trouble is that *Gotcha!* just isn't addictive enough. There's very little sound to speak of and the graphics are fairly basic but what's really missing is the incentive to win. Each level is a game in itself. Once you've finished it, that's it; there's no overall score and it doesn't affect your progress in the game as a whole.

And the moral? If you like making expensive mistakes rush out and buy it. If you don't, take a very close look at it first.

GORDON

Game	Gotcha!
Maker	Kingsoft
Disk	£19.95

POWER RATING

100

THE DOWNERS...

- Frustrating gameplay – you won't get addicted
- Very pricey for a *Breakout* variant
- Uninteresting graphics
- No on-going play – each level has to be played separately
- Minimal sound effects

68%

...AND THE UPPERS

0

Gotcha COMMODORE FORMAT 4, January 1991? Yep

WHOOOOOOO ARE YOU? WHO, WHO... WHO, WHO

WIN A T-SHIRT!
THE RESULTS

(Yeah we really wanna know...!) OK folks. Here are those Commodore Format Questionnaire results in full. Thanks to everyone who replied to it. We've collated the data, filed it, eaten it, regurgitated it and according to it, this is who you are...

The polls are in, the doors have closed and an army of people have been busy collating *CF*'s questionnaire results (well, Jo from downstairs, actually). So who are you? What do you do? And just what do you think of *Commodore Format*? The answers to these questions and more will be revealed. Read on...

AGE

It seems that the majority of our readers (ie you lot) are in the 14 to 16 year age group. This is good, because it coincides with the average mental age of the *CF* team.

HARDWARE

Only 2% of our audience own a 128. The rest of you own a C64 of some description. So far, very few have a C64 Games System (though that will no doubt change drastically over this Christmas period!).

PERIPHERALS

Almost everyone owns a joystick (although 4% don't – odd that). Around a quarter of you own a monitor and printer, while nearly a third have committed funds to the purchase of a disk drive. A couple of you are lucky enough to own an Amiga, while just the 1% drew the short straw and own a non-singing, non-dancing, non-scrolling Atari ST.

On the 'intend to buy' list, the disk drive rated highly (29%), followed closely by a printer and a new joystick. A huge 11% wanted to get a modem (keep reading the Comms section, guys) while 9% and 3% wanted an Amiga and ST respectively.

SOFTWARE

Games came out tops in this category (94% of you owned games, surprise, surprise), with adventures (52%) and art packages (43%) coming second and third. Music programs, word processors and databases came in at around the 30% mark, while other serious utilities and programming languages hovered at 15% of ownership. (Of course, it's possible these figures are slightly distorted due to the range of utilities which are occasionally bundled with C64s.)

USAGE

Your C64's waking hours were split between games at 76%, programming at 15%, art at 5% (hopefully this will get a bit higher now you've all got the *Vidcom* package!) and music managed a measly 3%. (Maybe you need a music package too...?)

DOSH

The majority of you spend up to £20 each month on software, while only a few people managed to break into a £30 note. Between the lot of you, over £650,000 is blown each month on C64 software. That's almost £8 million a year. Phew! And that's not including the other couple of hundred thousand C64 owners who don't even read *CF*! (Shame on them).

On average, over the last 12 months, *CF* readers spent £67 on hardware, £98 on games, £18 on serious stuff and £9 on creative software. over the next 12 months, you reckon you'll spend £94 on hardware, £108 on games, £30 on serious software and another £14 on creative stuff. What a wealthy bunch you are.

GAMES

According to our figures, on average, each *CF* reader currently owns 95 games. This figure is obviously rather high, and may have been influenced by the odd one or two fortunate peeps that have old libraries of several hundred games (they do exist!).

Over the coming year most of you hope to buy between 5 and 20 games which seems like a reasonable ambition. A few reckoned on around 30 titles, while there were even the odd few optimists who intend lashing out on over 50 games. Lucky swines!

OTHER MAGAZINES

As well as reading the most skill C64 mag in this or any other Universe, you also peruse other magazines of the same ilk. In our poll out of 10, *CF* came out tops (Yeah! Wooh! Way to go, etc.) with a stonking 9.0 (thanks guys). ZZAP! (Boo! Hiss)! came second with 7.2, followed by YC (6.0), C+VG (5.5), Commodore Disk User (4.7) and the CCI with a lowly 3.2. So it's official – *CF* is tops.

As for non-computer titles, Viz rated highly (you naughty people!) followed by 2000AD. Zarjaz and scrotnig!

CF ITSELF

And now the nitty gritty. What did you think of *Commodore Format* (issue 1, of course!). Rated out of 10 and starting with the most popular section, here they are: the *CF* Covertape (9.1), Early Warning previews (8.3), GameBusters tips section (8.2), Competitions (8.1), Features (like the cover feature on the C64GS) (8.0), PowerTest reviews (7.9), Inside Info tech section (7.8), Network 64 news pages (7.5), The Mighty Brain letters pages (7.0), The Gauntlet head-to-head (6.4), The Comms section (6.0) and finally the PD (Public Domain) section which scored only 5.9. Not bad considering we didn't actually have a PD section!

SUBS

Finally 12% said they were subscribing to *CF*, 51% prefer to buy theirs from the newsagent, and 37% said that were going to subscribe (presumably, once they've scraped the necessary funds together!).

And that's yer lot. Thanks again to everyone who filled our little form in and, in case you were wondering, here are the ten lucky winners of super *CF* T-Shirts:

Mark Teppenden, Faversham; Steve Bromfield, Evesham; Jonathan Whittamore, Derby; Chris Curtis, Derby; Keith Wiffen, Bicester; Bryn Stevenson, Chesterfield; Robert Crouch, St Leonards-On-Sea; Roderick Mackenzie, Methven; Paul Daws, Nottingham; Ray Martin, Essex

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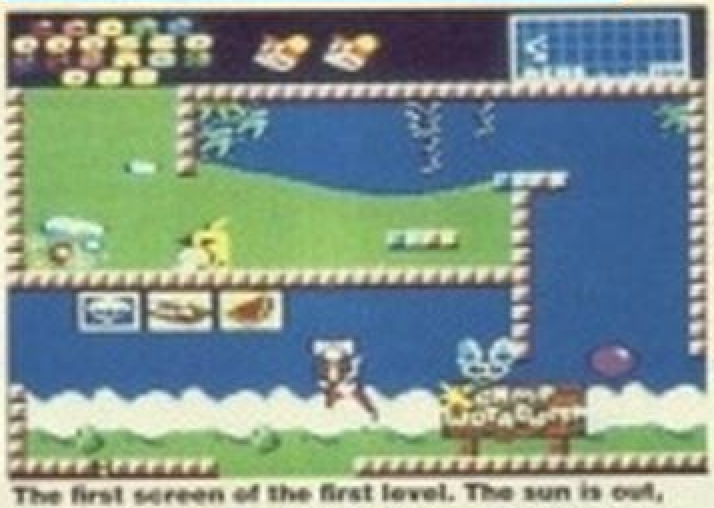
SUMMER CAMP

The stars and stripes has gone missing from the flagpole at the Thalamus Summer Camp. Everybody's in a flap except for Maximus Mouse. He'll go to the Moon to get another flag – but only if you give him a hand



The first screen of the first level. The sun is out, the sky is blue. The kite is one of many moving platforms as is the balloon on the right

Oy Ed, there's a mouse. *Eeek, where?* There on the the stair. *Where on the stair?* Right there, a little mouse with clogs on. *Well I declare!* Yes and it's going clip clippety clop on the stair.

That naff joke was just my way of introducing *Summer Camp* from Thalamus. In it you play the part of Maximus Mouse, who is in a right old two and eight, because the day before the summer camp was due to open he discovered that the American flag had been stolen. Horrors!

Maximus knew exactly where to find a replacement but getting to it was going to be the difficult bit and this is the task you, as the player, must undertake.

> **Level three consists of a gold mine full of psychopathic miners**

Summer Camp features four increasingly difficult levels all running along a different theme.

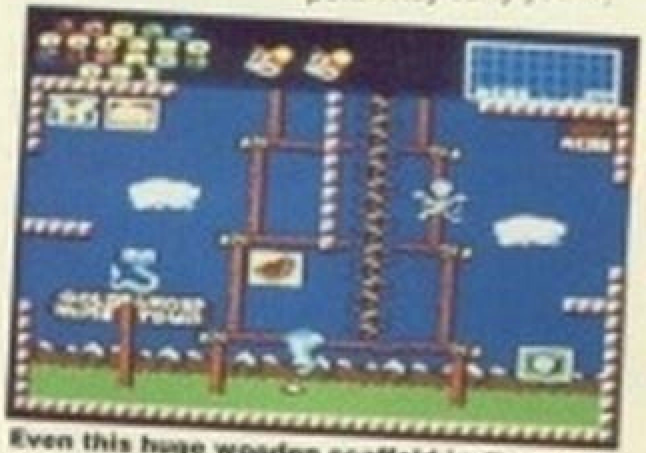
The aim in each is to collect a number of crates containing parts of a vehicle which transports you to the next level. Each vehicle has more components than the last, making assembly trickier, the further into the game you get.

Movement controls are very simple (left, right and up to jump) which means you can leap straight into the game. Level one is set in the camp itself, in which large dogs and deadly birds threaten to ruin your day. Many of these hazardous inhabitants follow a rigid movement pattern but there are others who home in on you, given a chance.

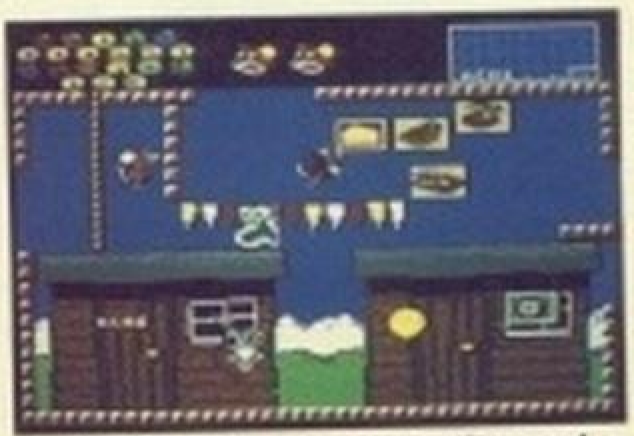
Meanwhile, to help you get from one platform to another, balloons provide a useful mode of transport. They carry you to crates that would otherwise be unobtainable. Max can also walk on clouds and use bouncing balls to jump higher. In addition to this there are a number of icons which when collected provide various helpful bonuses. Level two takes place in a wild west setting in which saddles replace the balloons and a sproingy bed provides the motive power for a higher than normal jump.

Level three consists of a gold mine full of psychopathic miners and large hooks in the ceiling which Max must grab onto to escape death by pickaxe. The fourth and final level takes you and Max to the moon – where Max has chosen to get his flag, though I'm sure he could have found one closer to home. This is where Maximus gets to complete his task.

However, as I mentioned before, each of the first three levels contain a number of crates to collect containing vehicle components: level one is a car, two is a sort of digging machine (Jules Verne style) and three is a spaceship. Level four contains



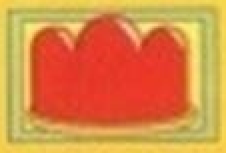
Even this huge wooden scaffold isn't enough to save you from the lethal shots of that whirling dirvish...dem bones, dem bones



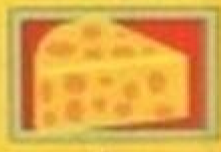
A slithering snake, a ravenous vulture and a rabbit with a bad case of myxomatosis are just a few of the nasties you'll meet

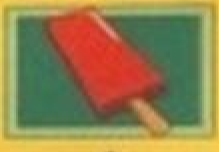
Maximus Bares All

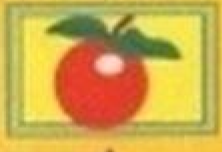
A guide to the icons in Summer Camp



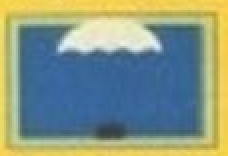
Landing on this jelly icon increases the height of your leaps



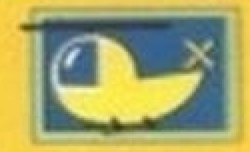


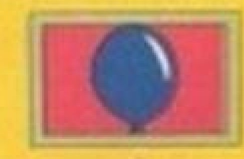


Each of these, when eaten, replenishes lost energy. So eat and be merry

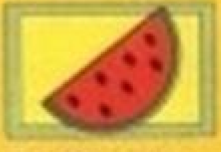


Once collected, a long fall won't prove fatal to wee Max

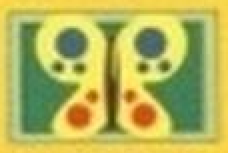




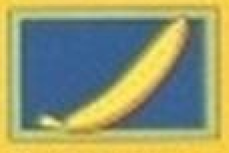
These beauties allow you to become the world's first free-flying rodent



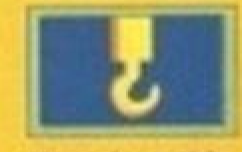
Eat the water melon and you can fire pips to kill the enemy



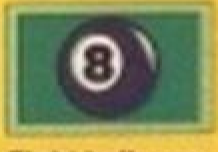
It looks like a butterfly but is in fact a smart bomb



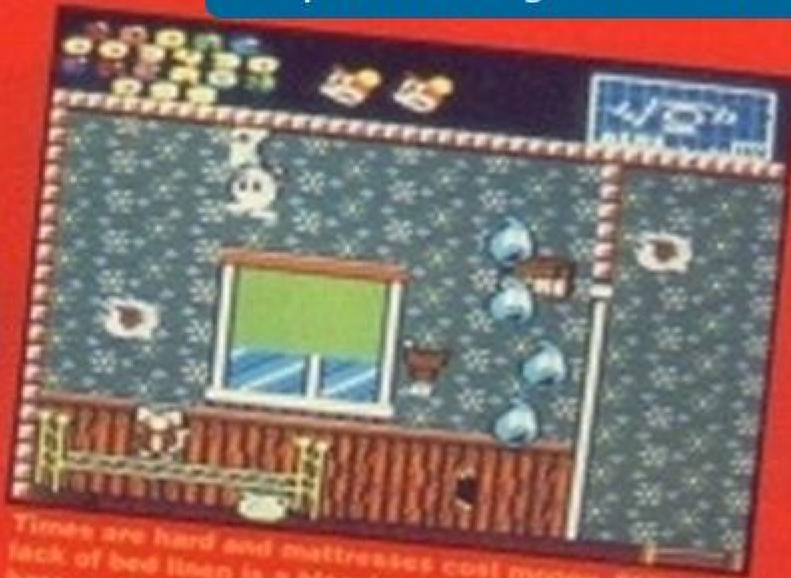
The banana provides a short period of invincibility



Hang from this to avoid the advances of the enemy

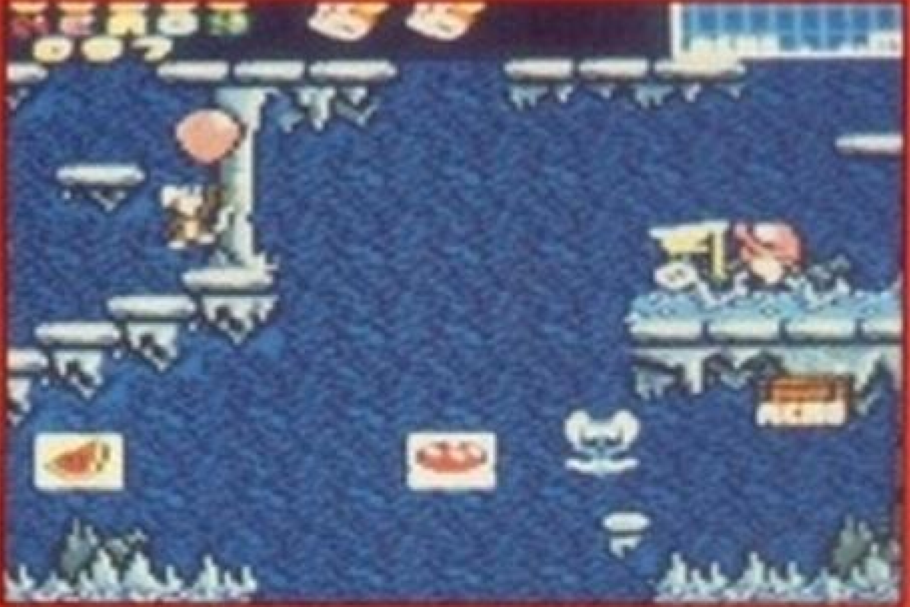


Eight balls can be used as weapons, shields or platforms

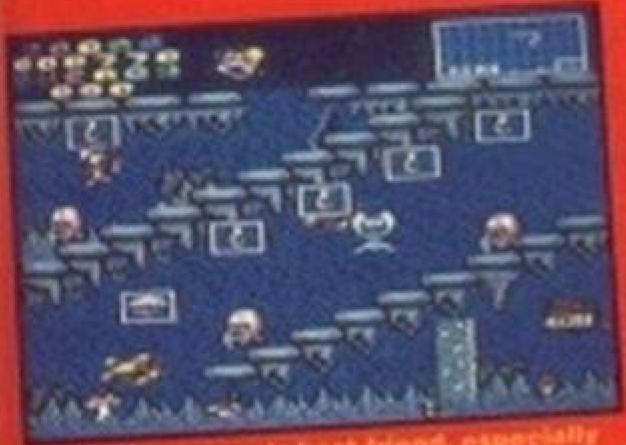


Times are hard and mattresses cost money. Still, the lack of bed linen is a blessing as you can use the bare springs to jump higher than normal

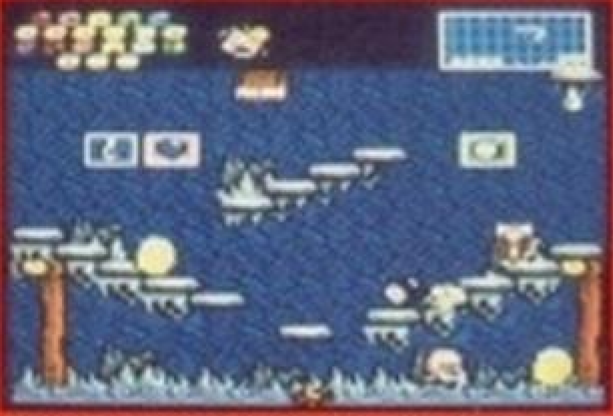
There are three things you should know about the black blob. One it's black, two it's a blob, and three it murders mice



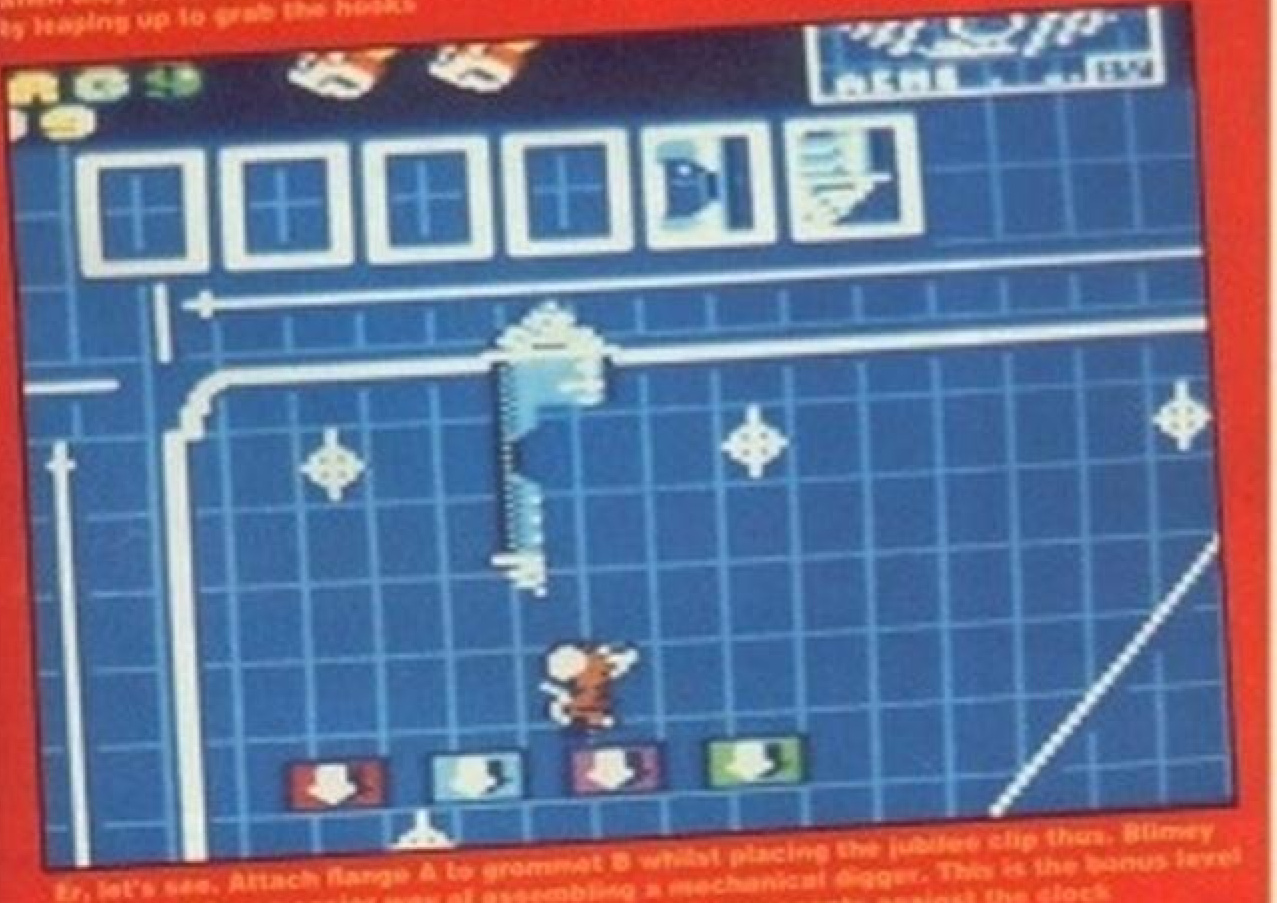
The balloon icon in action. By jumping into it at various angles you can change the direction of your flight to your best advantage. Presing fire releases you.



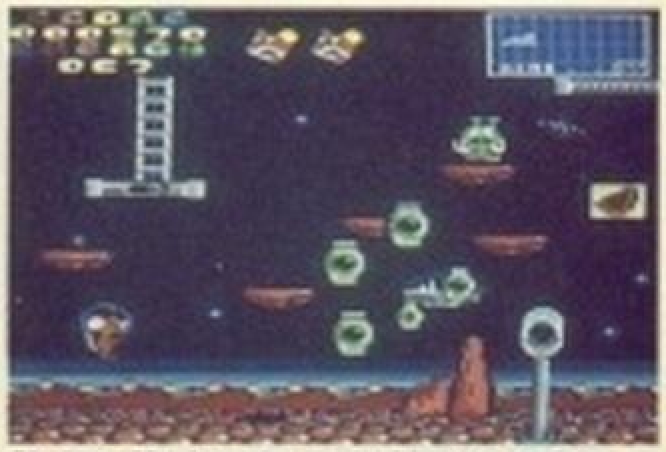
Icons are a mouse's best friend, especially when they're hooked ones. Avoid the enemy by leaping up to grab the hooks



Max has just released this eight ball which with luck and a following wind should decimate the various opponents



Er, let's see. Attach flange A to grommat B whilst placing the jubilee clip thus. Blimey there must be an easier way of assembling a mechanical digger. This is the bonus level in which you must work out the combination of components against the clock



Oh dear, Maximus has got a bit over zealous with the bubble gum again. This is the fourth and final level. Make of it what you will

components that build up to make the flag. Once you've collected a vehicle's parts, a sub game is accessed in which the components are displayed along the top of the screen and Max appears above a number of platforms. By pressing fire while standing over the right platform, one of the vehicle parts slots into place. If you press the wrong platform at any time, all the components return to the top of the screen. The quicker you make the vehicle, the more points you obtain. It all becomes extremely complicated.

Graphics are colourful and cartoony with good sprite animation and humourous touches. Now and then collision detection is a trifle suspect but it overall *Summer Camp* provides an excellent challenge. Polished game design and a superb theme ensure that both the visuals and the playability provide nothing less than long term enjoyment.

ANDY

Game	**Summer Camp**
Maker	**Thalamus**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Collision detection can, at times, be less than accurate
- Difficulty may put off some folks...

100

80%

- ...But persoverence reaps great rewards
- Bold and colourful graphics
- Animation of sprites is great
- Humoureus touches come thick and fast
- The theme of each level is implemented very well. Every scenario is embellished with unique features
- There are puzzles a plenty. In later levels every screen represents a simple puzzlette
- Collect icons for a variety of ingenious new abilities

...AND THE UPPERS

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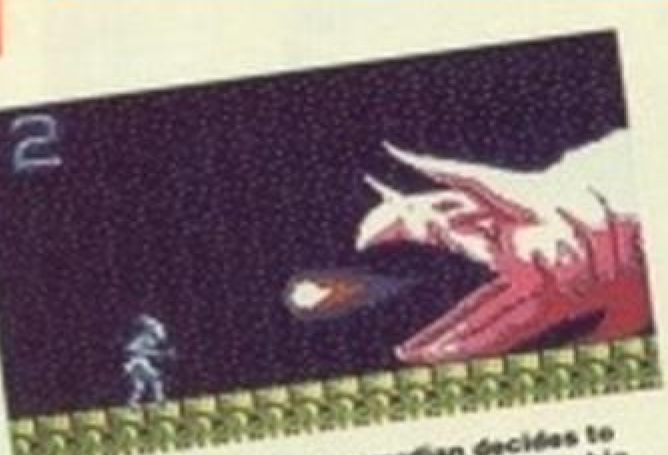
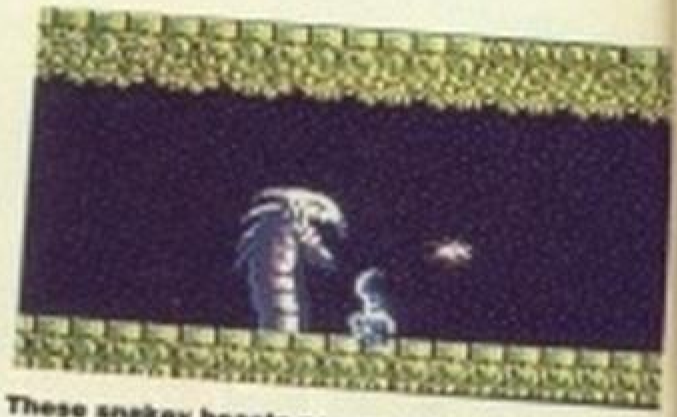
Happy New Year, campers, from ***COMMODORE FORMAT 4, January 1991***



A mid-level underground guardian decides to make your life miserable. And very soon a big spike will come and get you unless you move it



These snakey beasts pop up out of the ground just when you aren't looking. Duck their missiles and then bash them in the belly

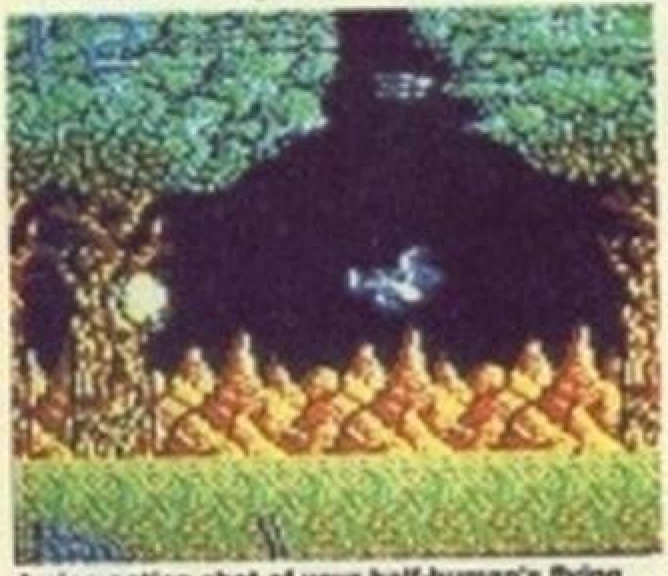
SHADOW THE BE

One of the most impressive games ever to appear on the Amiga has finally come to the C64, from Psygnosis via Ocean's 8-bit conversion. Unbelievable graphics and sound have been packed onto this new cartridge but the gameplay is just like the original and that has our reviewer worried...

CONSOLE COMPATIBLE
CART GAME

Prepare yourself for a tale of woe. As a youngster, the hero of our fable was stolen from his parents and forced to live in slavery in the temple of Necropolis, home of the Beast Lord. The infant fell victim to the Mages' dark arts – years of vile potions and brainwashing transformed the child into a lithe and powerful half-human with no emotions – necessary preparation for his task ahead: the herding of humans for sacrifice to the Beast Lord.

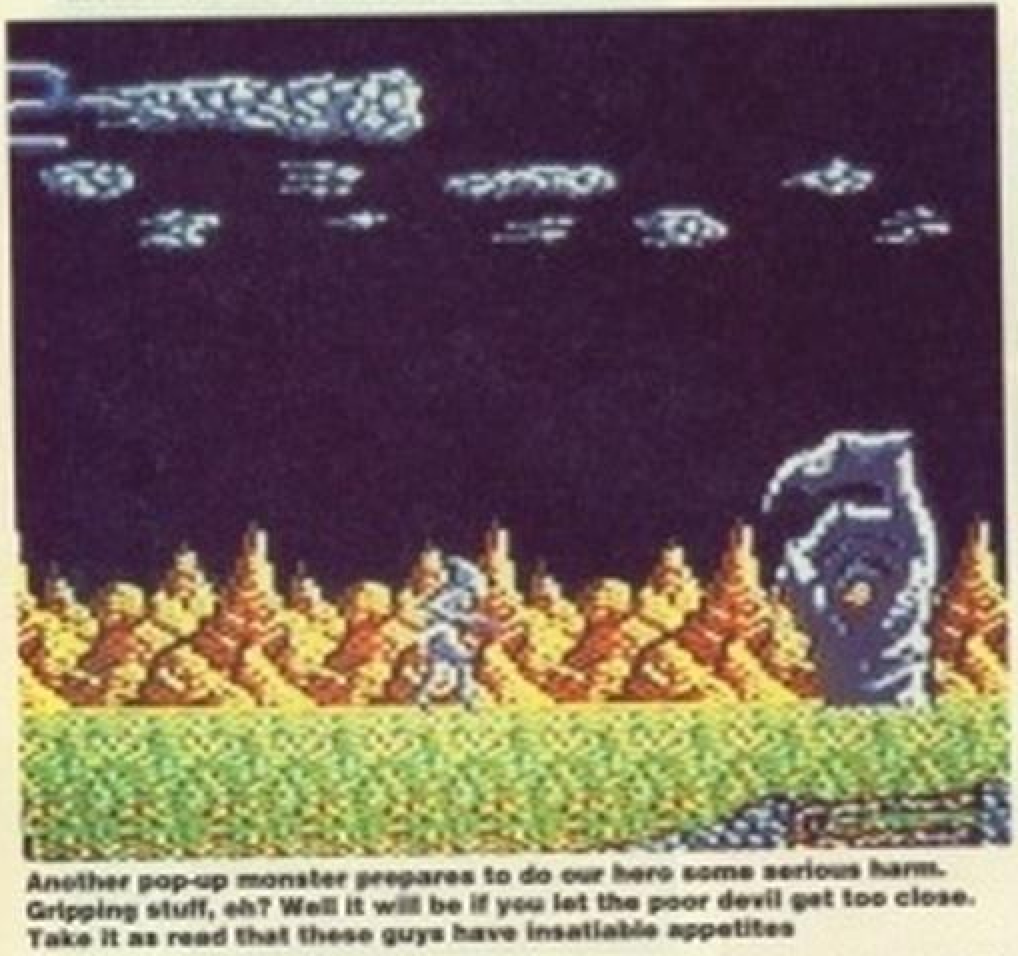
One day, an old man catches his eye. A sliver of recognition pierces the creature's mind… it is his father. Suddenly the years of conditioning peel away. Ancient memories come flooding back and the half-human, saddened and enraged by his new-found truth, turns against his oppressors and decides to destroy the Beast Lord. Gosh!



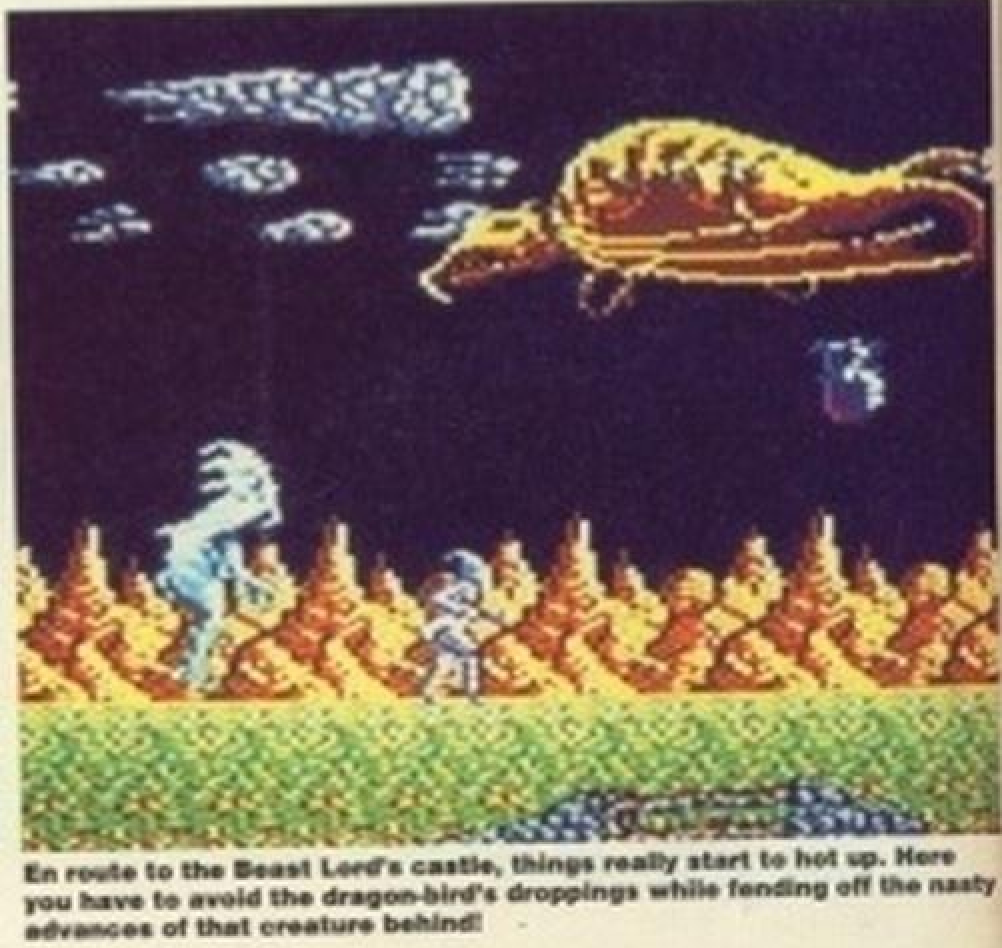
A nice action shot of your half-human's flying kick. It's a pity he didn't manage to hit anything in the process but there you go...

En route to the big show-down with ol' Lordy himself, the quest takes our half-human hero through forests, into the depths of subterranean caverns and on to the final assault in the labyrinthine interior of the Beast Lord's domain – an awesome castle.

This visual masterpiece starts in the great outdoors where the creature has to traverse



Another pop-up monster prepares to do our hero some serious harm. Gripping stuff, eh? Well it will be if you let the poor devil get too close. Take it as read that these guys have insatiable appetites



En route to the Beast Lord's castle, things really start to hot up. Here you have to avoid the dragon-bird's droppings while fending off the nasty advances of that creature behind!

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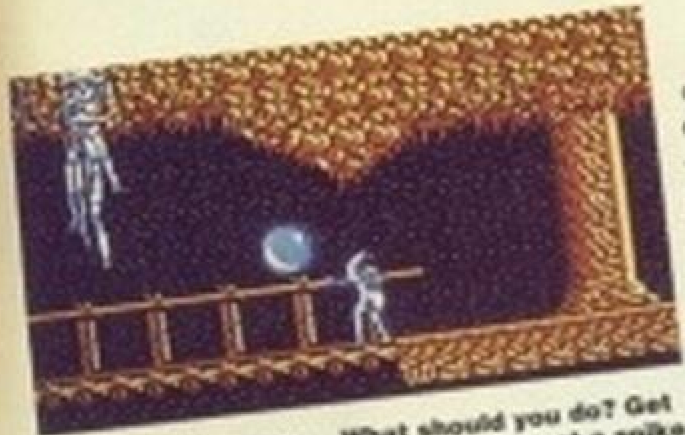


Decisions, decisions... What should you do? Get duffed up by the big blue beastie – or get a spike rammed through the top of your skull?

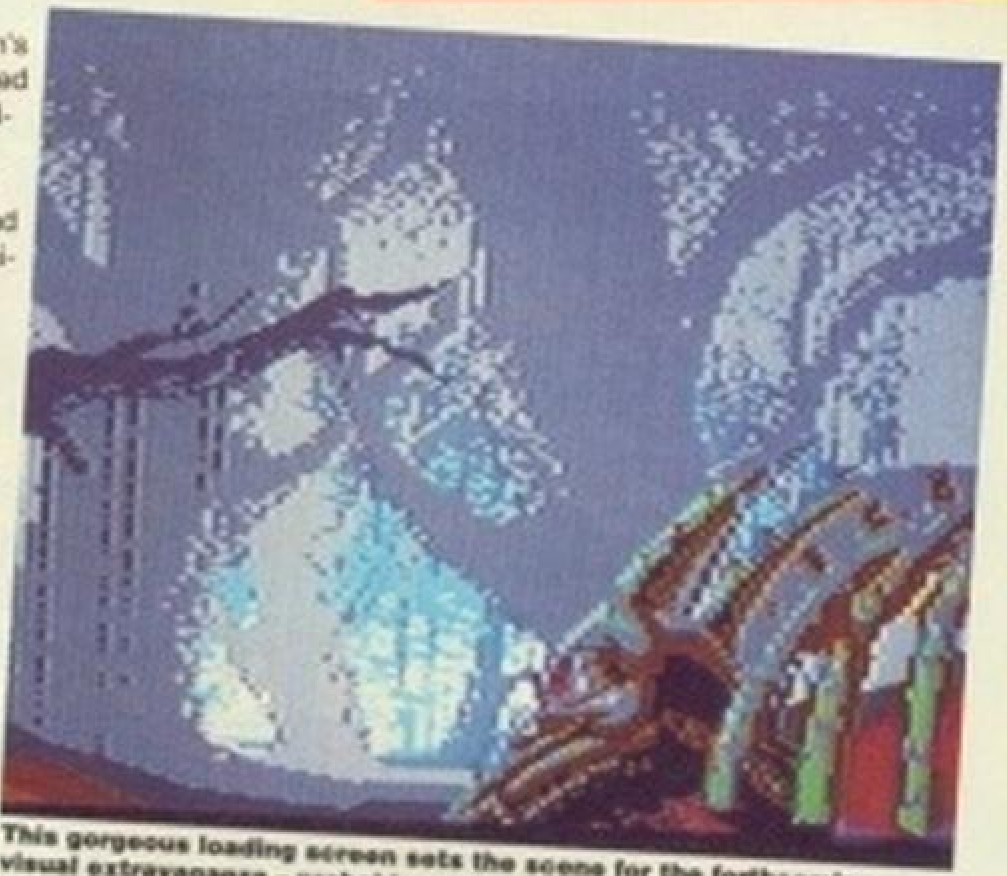
Y OF AST

the landscape, running from left to right past trees and greenery to reach the entrance to the first underground level. The scrolling on this section has to be seen to be believed – eleven layers of parallax (including the clouds) with full-screen trees gliding smoothly past (guaranteed to make ST users sick with envy!).

The Beast Lord's minions (further creations of the Mages' experiments) are out to stop this attempt on their leader's life and pop up out of the ground, fly out of the sky and bounce into view. Contact with any of these drains the half-human's energy. Care is needed – no blundering headlong into danger (although at first this is the only way to find out where the abominations appear).

Once their locations are learned, our hero-creature can wait for them and give them a kick in the tentacles, a swift punch in the mid-section or a flying kick to the head. With only these three moves, combat's a bit limited, but halfy's fast and responsive to control.

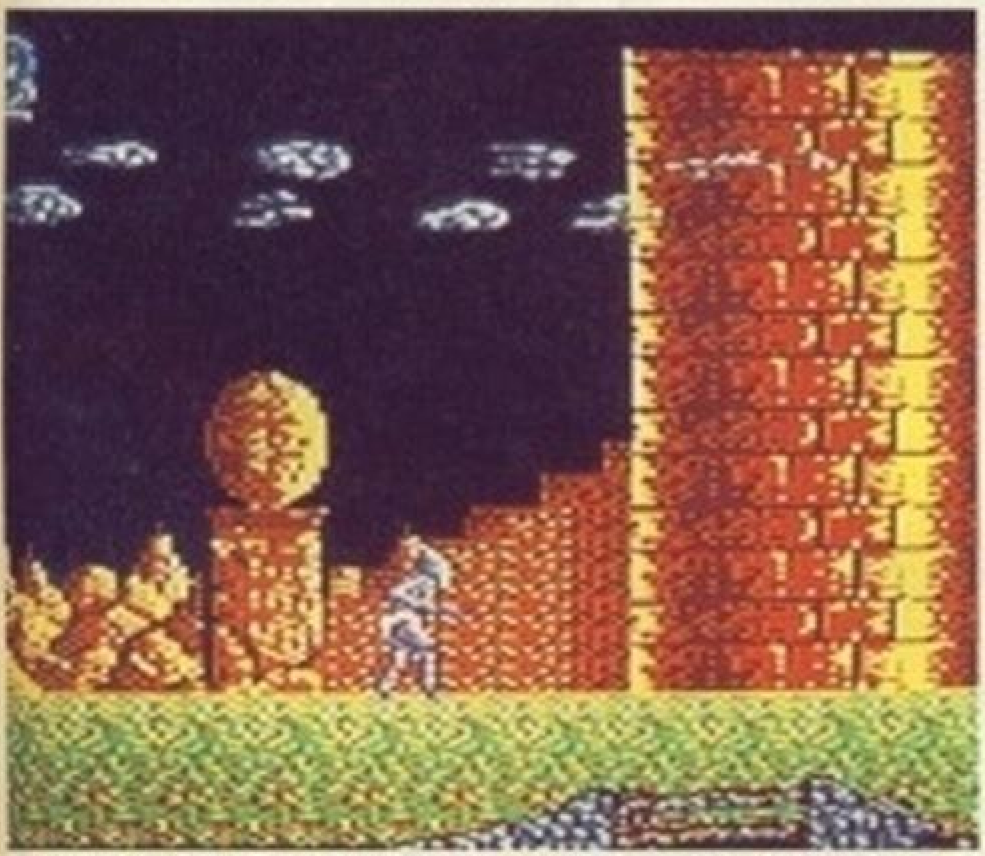
> **As well as mid-level monsters, there are some hu-u-uge end-of-level jobbies**



This gorgeous loading screen sets the scene for the forthcoming visual extravaganza – probably setting the visual standard by which all cart games for the 64 will now be judged

Below ground, a fair amount of exploring is in order to find keys for access to later sections and for the weapons needed to destroy the guardians that await – and what guardians they are! As well as mid-level monsters, there are some hu-u-uge end-of-level jobbies. First on the menu is the Rock monster, a grey creature who fills the screen. If you haven't picked up some serious firepower by now it's a short battle, one touch and you're dead meat.

And that's another drawback – you only have one life. Once that energy level zeros out, it's back to the square one (well... screen one). Mind you, this doesn't prove half as painful as if it were a disk or tape multiload!



The exterior of the Beast Lord's castle scrolls impressively into view. You know, it's not too late to turn around, go home and put your feet up... Chicken...

Without a doubt, *Shadow Of The Beast* is a stunning demo of what's possible on the 'humble' C64. Poor old SID is working overtime, pumping out some moody tunes, while the number of huge characters plus the eye-popping parallax makes *Beast* one of the most visually appealing 64 games ever, following in the tradition started by the Amiga version.

However, the conversion is a little too accurate – instead of listening to the many reviews of the Amiga *Beast* which argued 'nice graphics, shame about the gameplay', the programmers have ensured that the C64 *Beast* is much the same. It's merely a matter of mapping your route, finding the right order to collect things in and being prepared for when the creatures appear.

It shouldn't take hardened gamers long to complete but the journey is long and arduous and there's plenty of action to get your teeth into. There won't be too many disappointed buyers.

STEVE

Game	**Shadow of the Beast**
Maker	**Ocean**
Cartridge	**£19.99**

POWER RATING

THE DOWNERS...

- Gameplay is a little too repetitive, and the action too sporadic
- Main sprite is a tad plain
- Limited combat moves and the predictable monster attacks don't make the quest overly exciting

100

70%

0

- **Eye-bulging graphics with amazing scrolling and some of the biggest guardians you'll meet on a 64!**
- **Moody tunes keep the ears interested as well as the eyes**
- **Exploration is made more inviting by the promise of visual treats in store**
- **The inclusion of a few mazey levels and items to collect helps to pep up the variety**
- **The challenge is long and difficult – you won't go far without mapping and preparation**

...AND THE UPPERS

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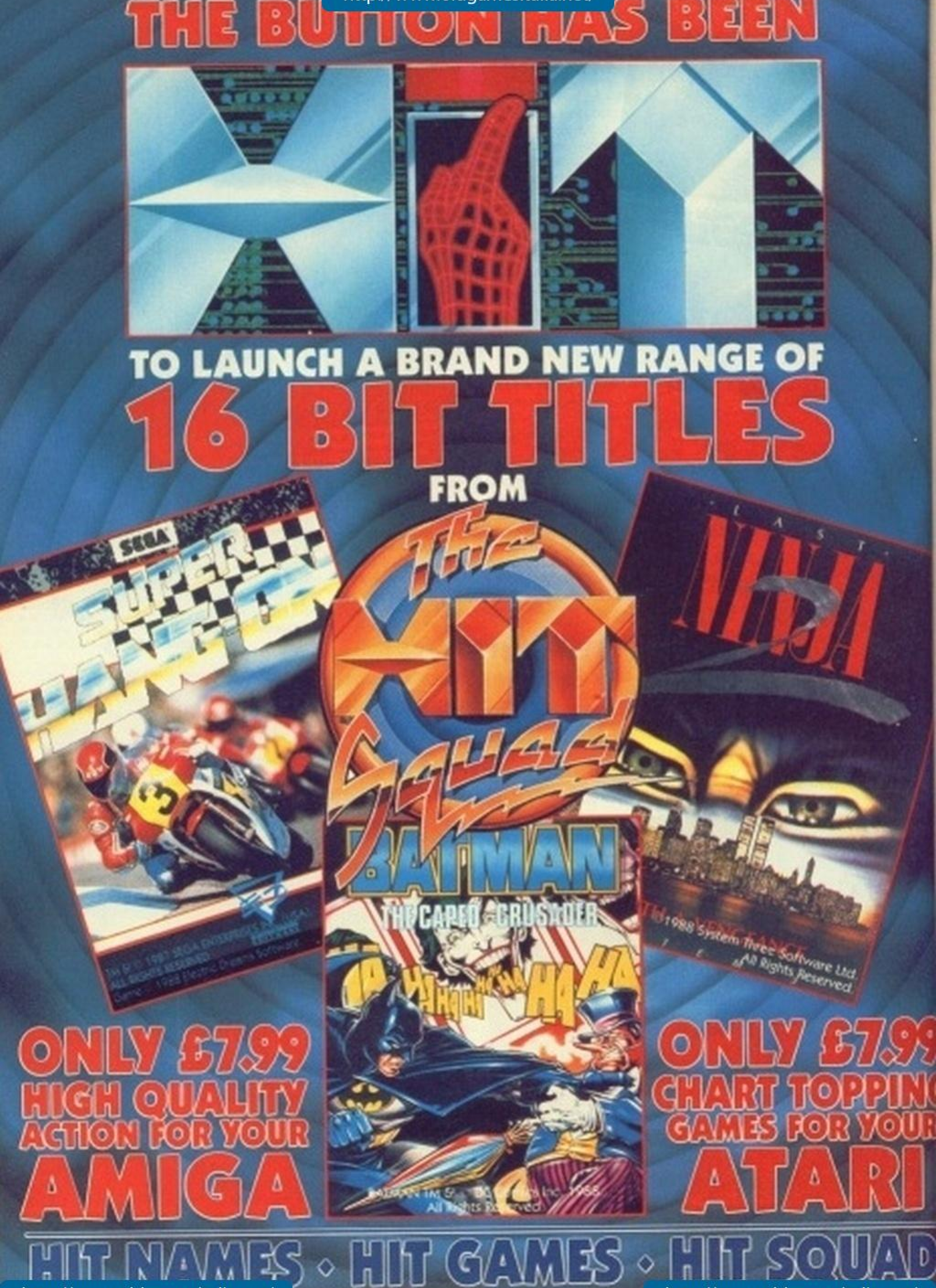
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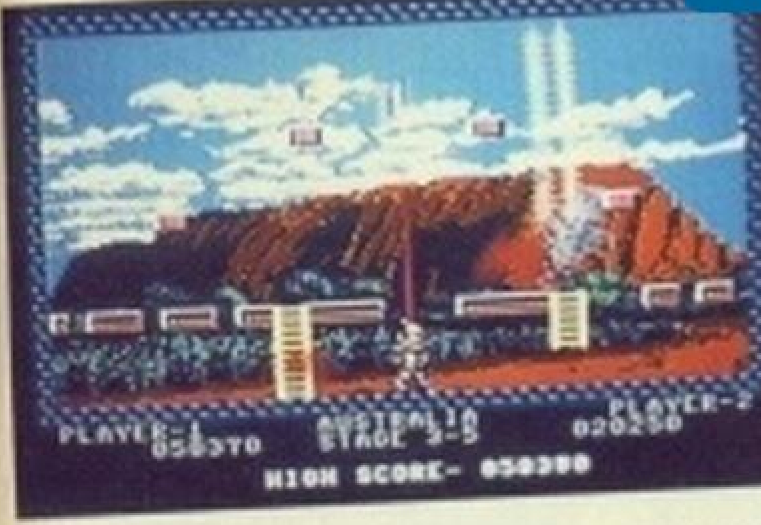


to this particularly manic level. Oz is really like this?

As the game progresses, your journey around the world is charted in this map. Burst those bubbles if you want to travel

Destroy these stampeding spheroids

PANG

CONSOLE COMPATIBLE

CART GAME

Ocean must employ someone specifically to track down and acquire the rights to incredibly obscure coin-ops beginning with 'P'. After Taito's *Puzznic* (who?) and *Plotting* (eh!?) comes the Mitchell Corporation's *Pang* (never 'eard of it!). And whoever does it deserves a raise, since Ocean have come up trumps with all three titles. *Pang* is another on-cart-only job and a right little stonker it is too.

The plan of *Pang* is to make your way – either solo or with a pal – from Japan to the Easter Islands in the Pacific, travelling via the rest of the world. Your ticket to ride is earned upon completion of screens representing different locations around the globe. Each screen – complete with a very nicely drawn backdrop – is beset by bouncing bubbles. Blimey! Your task is to destroy these stampeding spheroids by spearing them with your harpoon device. This gizmo fires a vertical beam which hangs around for a second or two and bursts any bubble it touches. But instead of going 'pop' and disappearing, they merely split into two smaller bubbles which also need harpooning. And so on, until after about four hits, they finally wave bye-bye for good.

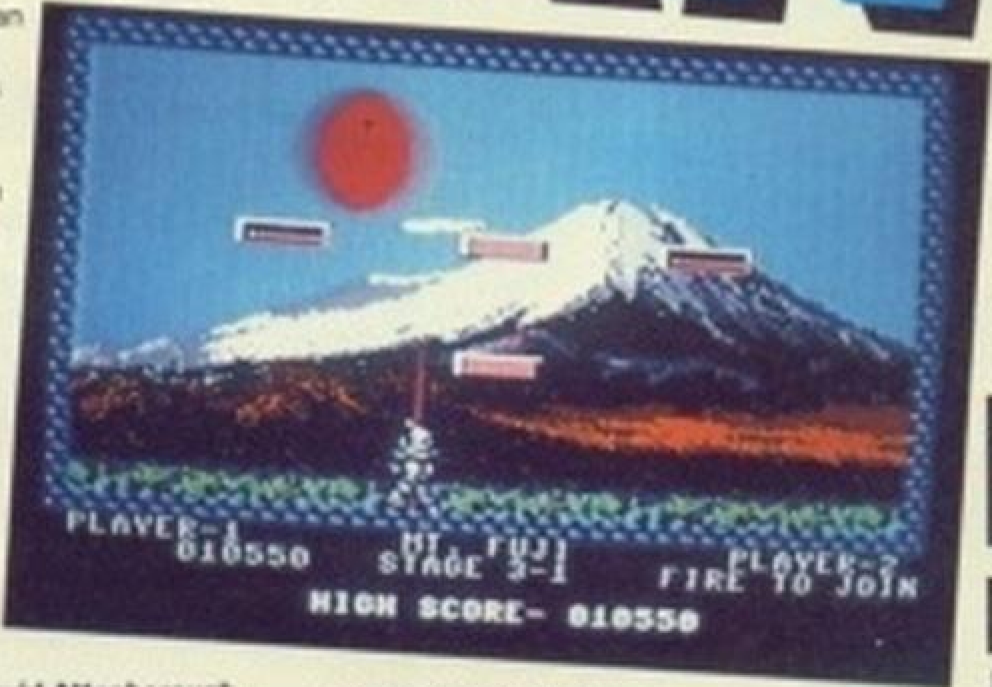
Your little character is guided to left and right across the bottom of the screen but has to climb over obstacles which start appearing on later levels. Sounds a doddle so far... But! The bubbles are deadly – even the teensiest touch and your little chap is sent flying and loses a life (what a wimpo). Not only this, but each screen is home to a series of creatures, like birds and small... er... things, which stroll across the screen in mid-game. The cheek! Shoot at these by all means cos if any of them touch your hero, it's time to start humming 'Another One Bites The Dust'.

Burst all the bubbles on the current screen within the given time limit (without losing all your lives) and you're sent to the next location, simple as that. As screens are cleared, a map appears showing your globe-trotting progress; survive to Easter Island and you've finished the game!

Pang comes as something of a pleasant surprise. The coin-op may not have made a big hit, but this deserves to be! Sound and pictures are well up to scratch with some sick-makingly jolly arcade tunes and those smart backgrounds. The bouncing motion of the bubbles is pretty convincing, and the only glitch comes with the bigger orbs which occasionally lose a sprite when things get busy.

It's very fast, very playable and very 'one-more-go-ish'. What more d'ya want? How about simultaneous two player action? Yep – got that too!

STEVE



More scenery of the David Attenborough variety. This time it's Mount Fuji in Japan. Colourful backdrops are only one reason to keep playing

COLLECTIBLES

As if as your Mk IV Acme Bubble-Bursting Harpoon wasn't enough, useful items drop from the skies for no adequately explained reason, and can be collected to help your mission:

CLOCK – Freezes all bubbles on screen, so you can blast 'em to bits.
HOURGLASS – Gives you more time to clear the screen.
ANCHOR HARPOON – Attaches itself to the ceiling forming an impenetrable wall of harpooness. For a bit.
DOUBLE HARPOON – Fires a double stream of deadly harpoon heads, like a machine gun sort of thing.
SHIELD – Defence against a single bubble bump, but not against creatures.
VULCAN GUN – Kills Mr Spocks. Naaah, not really. It shoots loads of bullets, but can't damage the platforms.
DYNAMITE – Smart bomb – reduces all the bubbles to their smallest size. Not so smart if there are loads on screen!

Game	Pang
Maker	Ocean
Cartridge	£19.99

POWER RATING

THE DOWNERS...

- Repetitive nature of the gameplay is the only reason to down joysticks
- Possibly a little too easy to complete

100

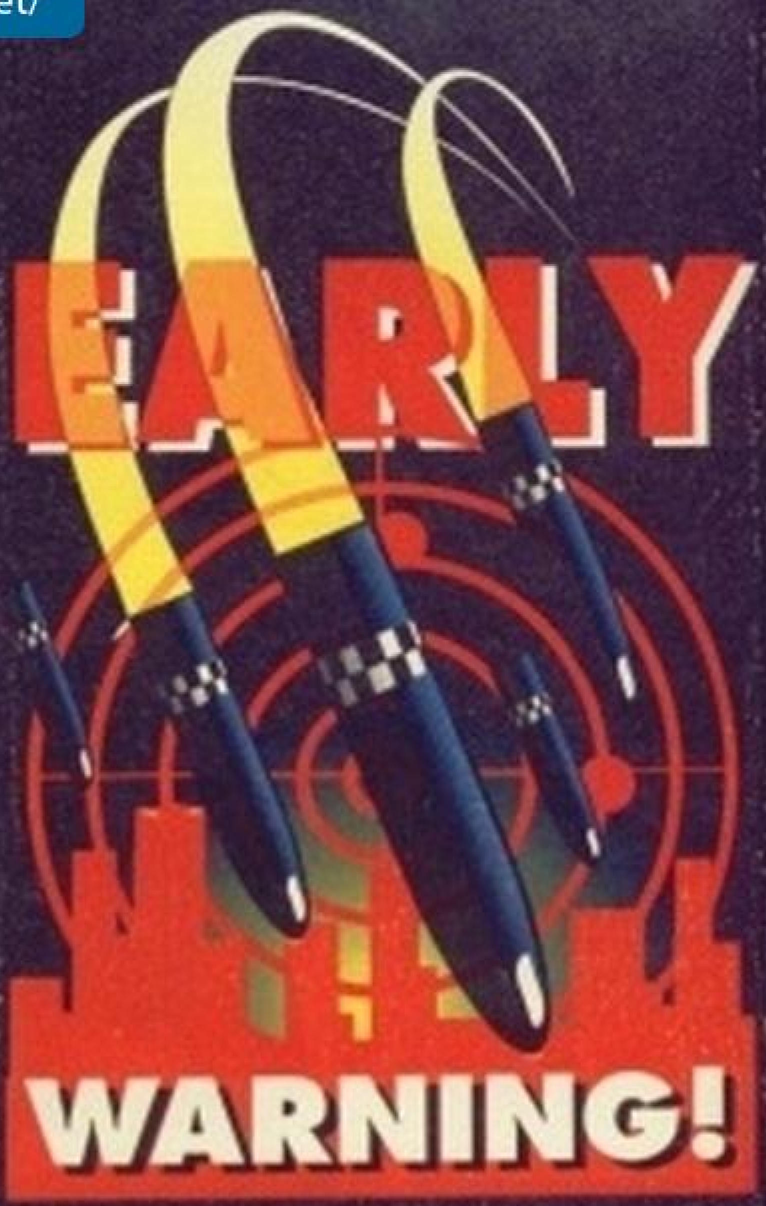
88%

0

- Frantic and hectic gameplay is simply very addictive!
- Smashing backdrop scenes of different worldly locations
- Simultaneous two-player action boosts playability
- Bouncing bubble movement has been beautifully captured
- Good choice of weapons and goodies staves off monotony
- Play is fast and the characters nice and controllable
- Bouncy renditions of coin-op tunes get the toes tapping
- Loads of levels so you're forever popping bubbles!

...AND THE UPPERS

The last review you'll see in COMMODORE FORMAT 4, January 1991



"Unknown track on the scanner sir... Sir, there more of them, all heading in on this trajectory. I'm trying to identify them... Sir, er, they seem to be games for the C64 and C64GS. No sir, I don't think there's anything that can stop them now..."

SHADOW DANCER

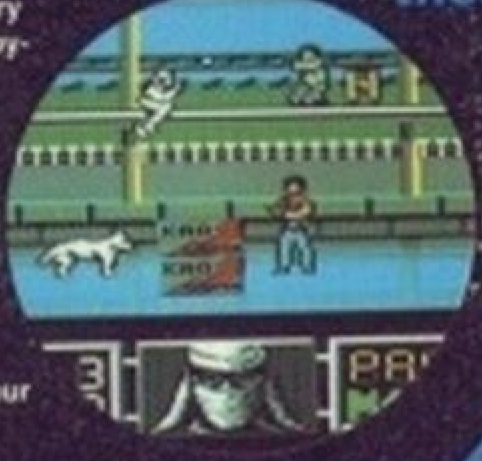
US GOLD

Sega's follow-up to their successful coin-op *Shinobi* is currently being converted by Images, under the guiding hand of Jon Williams, author of the *Knight Games* trilogy and *Pig Tales*, which appeared on the second PowerPack covertape.

Shadow Dancer takes the *Shinobi* gameplay a step further, introducing a white-clad Shinobi ninja-type and his white Shinobi dog (canine ninjutsu killer). There's lots of jumping, shurikening and ninja magicing, not to mention send-your-canine-ninjutsu-killer-off-to-ravage-some-poor-terrorist-about-his-soft-and-fleshy-parts-ing.

Our early demo looks very impressive, with coin-op copy-cat graphics and creamy smooth multilayer parallax scrolling effects.

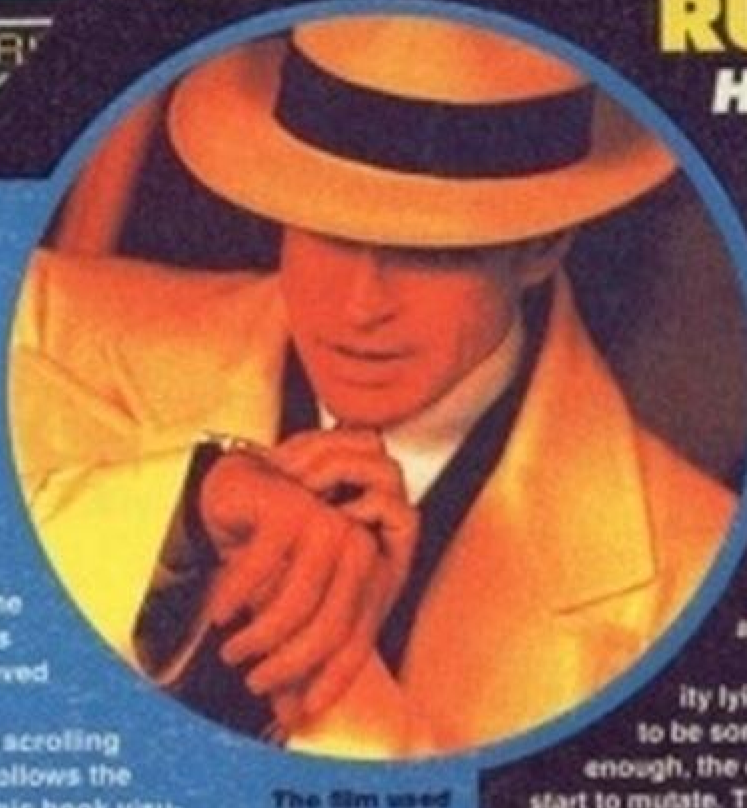
The coin-op was jolly good fun, so *Shadow Dancer* promises to be a good 'un. And loyal *CF* readers will be able to tell beforehand – there's a PowerPack demo coming your way real soon!



Crufts meets martial arts in the sequel to Shinobi, Sega's coin-op success. *Shadow Dancer* should be forthcoming from US Gold in the new year, so watch out!

DICK TRACY

EMPIRE/DISNEY SOFTWARE

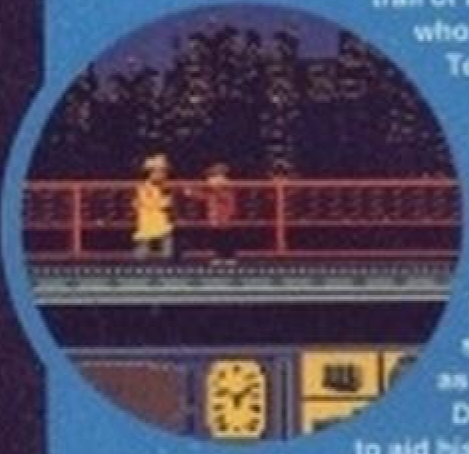


Good old Dick is back with a vengeance, following the success of the Warren Beatty movie. Empire and Disney Software are at work producing a C64 version where the yellow-coated one is hot on the trail of Flat Top and his mobsters who have kidnapped his beloved Tess Trueheart.

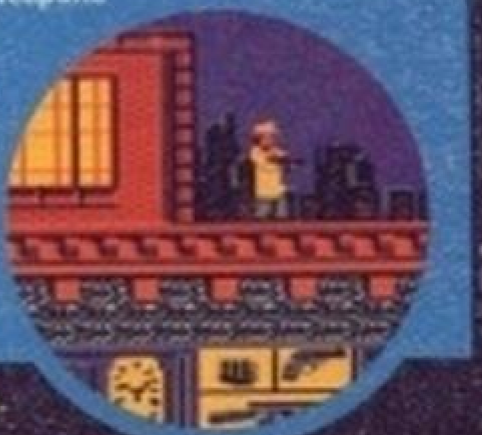
This horizontally scrolling chase 'n' shoot 'em up follows the style of the film and comic book visuals, featuring a series of bold and colourful locations. Dick's quest takes him across five main levels, from the inside of bars through streets and down into the sewers (watch out for Turtles!) as he finally narrows down his search to the Ritz hotel.

Dick can pick up different weapons to aid his efforts, including hand grenades and Tommy guns. The city Police also pop to give you a hand, making off with any gangsters you arrest. It all sounds very jolly and there's a very good chance of a full review next issue. He's on his way...

The film used bright comic book colours. This idea has been translated into the game as well



Suspense as Dick encounters another character on a high footbridge



Dick T checks out the New York City skyline with a Tommy gun at the ready, just in case any of Caprice's boys are out there

RUBICON

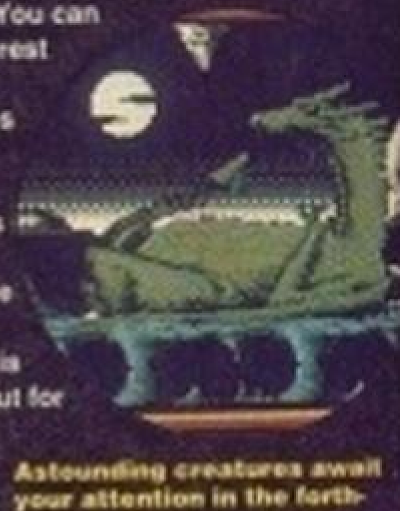
HEWSON

Hewson have been a tad quiet of late, but that's all set to change with two new titles, the first of which is *Rubicon*.

Set in the early 21st century, the Soviet nuclear reactor on Koala Island (doesn't sound very Russian to me) has gone 'foom!', spreading radioactive fall-out over an area 600 miles across. Oh dear.

With that much radioactivity lying around, there are bound to be some odd things afoot and sure enough, the creatures of Koala Island start to mutate. These grotesque abominations are growing stronger and bolder every day, and if someone doesn't stop them they're going to get too big for their boots. Enter Rubicon (that's you) with a big gun and an appetite for death. (You can probably guess the rest for yourself!)

Rubicon features some wicked two-layer parallax scrolling, five layers of 64 sprites (so it says here) and some big 'n' meaty monsters. Release date is February, so look out for a review in *CF6*.



Astounding creatures await your attention in the forthcoming Hewson release.

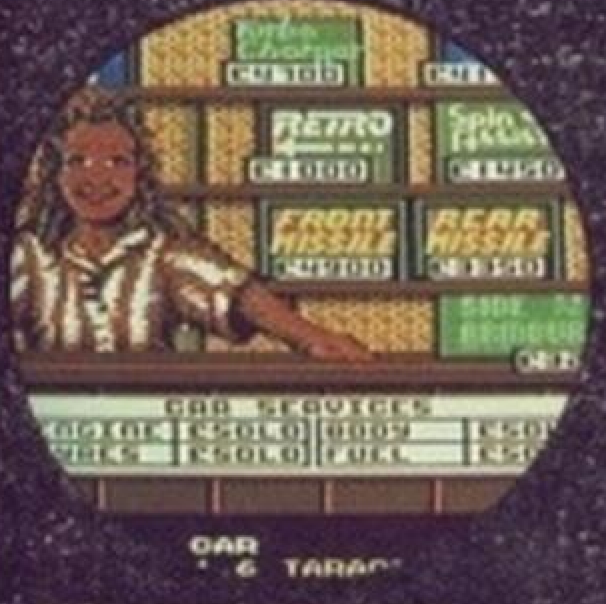
SUPER CARS

GREMLIN

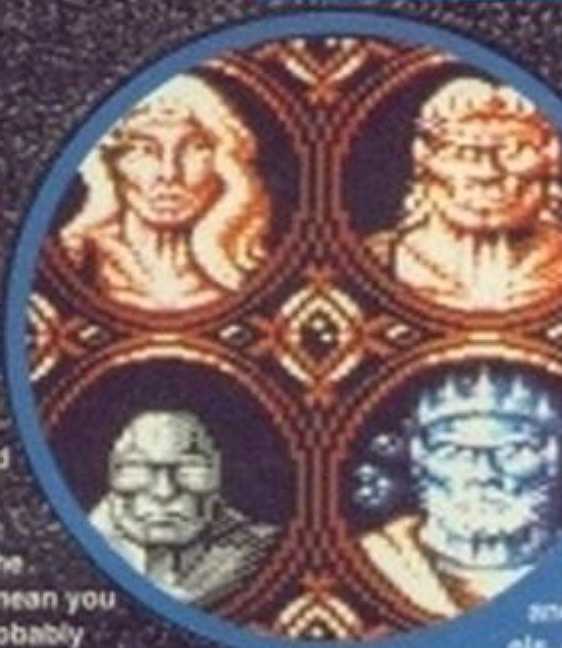
Gremlin seem to be into fast cars these days, but even the Lotus Esprit pales into insignificance when compared to an electric blue Taraco Neoroder, the stunning Vaug Interceptor or (drool, drool), the Retron Parsec! Eh? Waddya mean you never heard of 'em? That's probably because you've never played *Super Cars*. And that's because... er...it's not out yet. But it will be soon!

Playing an aspiring young Super Car racer, you've just lashed out on a new Neoroder and are heading for Las Vegas, first leg on the 27 stage competition to win the World Championship. Each race is viewed overhead, like a scrolling Super Sprint, and any prize money earned can be spent on upgrading your car, or adding whizzy gadgets like power steering or a turbo charger.

Sounds like a hoot, and the Amiga version was rather spiffy. We'll fill you in next month. Probably.



Super cars need super servicing so Gremlin's game has a full workshop



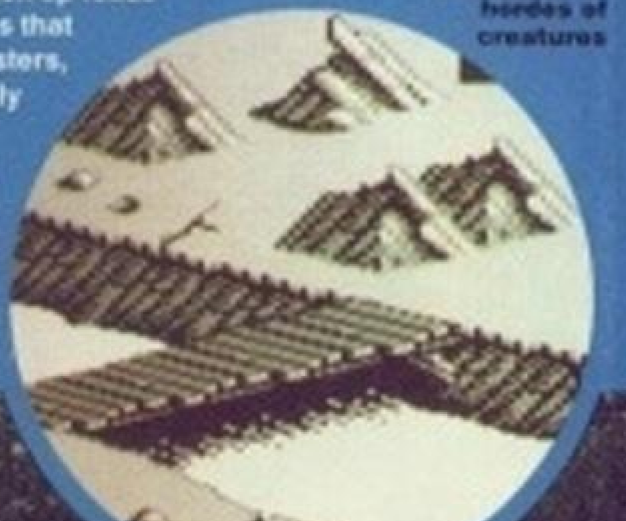
The four original Gauntlet characters are joined by four new companions but only two can play at once

GAUNTLET 3D

US GOLD

They wowed us with *Gauntlet*, they astonished us with *Gauntlet 2* and now US Gold are about to send us into fits of ecstasy with *Gauntlet 3D*. Remember the original four-player coin-op full of hundreds of grizzly ghosts, fireball-lobbing monsters, dragons, disappearing doors, keys and the like? Well, development team Software Creations have fleshed out the main characters a bit, tilted the viewpoint, thrown in some rather nice background graphics and added a very complicated 8-way scroll. There are eight different levels, each about 40 screens in size, and in addition to the four original characters (wizard, elf, valkyrie, warrior) there's a quartet of new ones to choose from as well – though you can only control two at a time.

As for gameplay, it's basically going to be more of the same. Run around mazes, kill ghosts, maim the baddies, collect keys and pick up loads of treasure. The difference is that there are loads of new monsters, a whole host of new weapons and a few totally new puzzle elements. Everything comes in stonkingly smooth scrolling isometric 3D – which means the 64 is working overtime. So far it's looking good and sounding great (Software Creations wrote the brilliant *Bionic Commandos* and *LED Storm*). Check it out next spring.



Part of the *Gauntlet 3D* gameworld in development. This wilderness will soon be populated by hordes of creatures

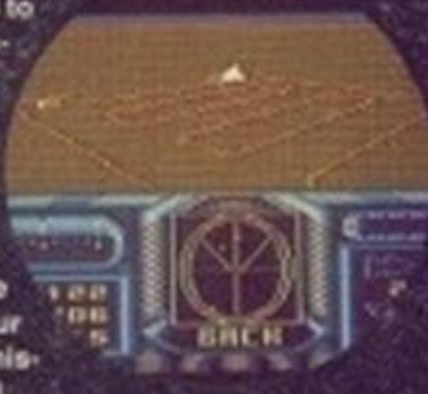
MOONFALL

HEWSON

Hewson's second planned release is one of those rare occurrences on the C64 – a 3D vector graphic game, in the same vein as the classic *Mercenary*.

Frontier Alpha is a small moon inhabited by the truckers of the future – low-life star pilots making a quick buck and drinking it all away in bars. Forced into a premature landing, your spaceship Dædalus I is captured by the unruly trading pilots and you are forced to run dangerous missions between the moon's 15 underground locations in return for very little payment.

You've figured out that by the time you've finished your eighth and final mission you should have made enough money to buy out the whole moon – if only you can survive that long! Prepare for touchdown some time in the new year – we'll be there!



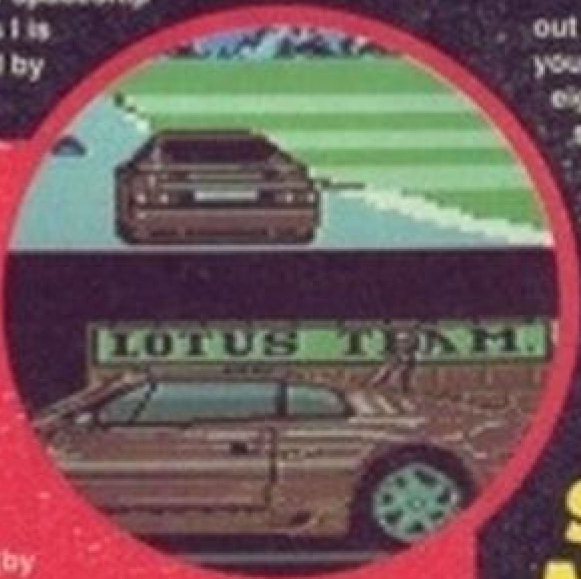
We think this one's going to be a hit. This shot from *Moonfall* lives up to the name of the game

LOTUS ESPRIT TURBO CHALLENGE

GREMLIN

This game needs little introduction, since you should (by now) have a had a good eyeful of the action on offer with our rolling demo on the cover tape. Plonking you into the soft leather upholstered bucket seats of a boy racer's wet dream (*if only – Ed*) *LETC* give's you a taste of two-player head-to-head racing with the clever split-screen view.

Negotiate twisting, heaving roads, avoid the hazards, pull in for repairs and get to the finishing line ahead of your enemy. It's safer than the real thing – and a damn sight cheaper too!



There it is, gleaming and streamlined – the 'green' super car of the nineties, ready to perform on the 64

SUPER MONACO GRAND PRIX

US GOLD

Busy old Probe are at it again. This time they're squeezing the mega Sega coin-op

http://www.oldgamesitalia.net/ http://www.oldgamesitalia.net/

6th
POSITION
13th

Super Monaco GP into the C64. And from the demo version we played, they've pretty much got it right! The scenery isn't quite as impressive as the mega 32-bit coin-guzzler (understandable, really), but it's fast and has all the features of the original, including choice of control method, on-screen rev counter and rear view mirror.

Throwing a curve with US Gold's own shot at pole position, *Super Monico Grand Prix*

MYTH

SYSTEM 3

A time-trekkin' fantasy is the next release from System 3. Be sure not to myth it (ungh)

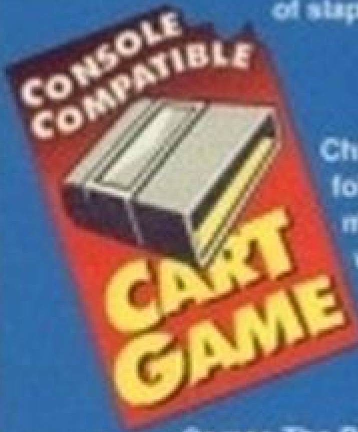
Following hot on the heels of *Last Ninja Re-Mix* comes *Myth*, System 3's latest cartridge offering. This award-winning arcade platform beat 'em up first appeared over 10 months ago but never reached the audience it deserved. Now it's back on cart with a new title screen, tweaked, easier gameplay and instant loading!

A teenage kid is catapulted through fantastic eras in time where he has to battle with mythological creatures, solve puzzles and generally try and get back to his own time.

Myth is an absolute corker with great gameplay, superb animation, stunning graphics and a very nice line in sounds. With instant loading, it's now more desirable than ever. It should be in the shops any day now – check it out if you can!

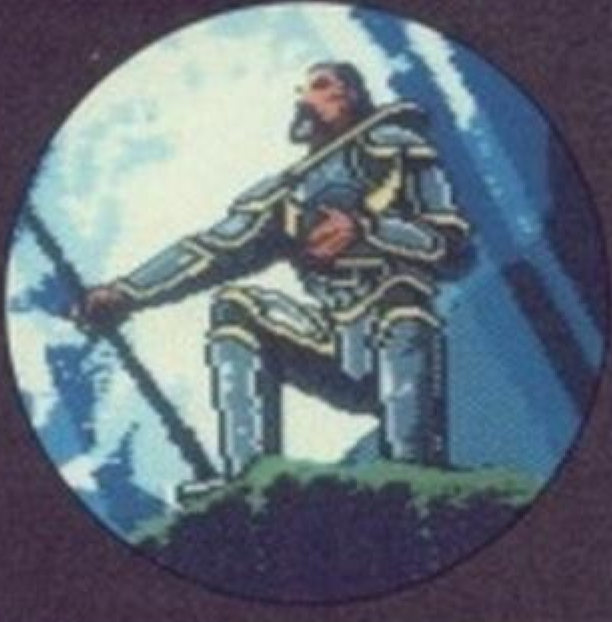
And on the subject of carts and System 3, they are also in the throes of slapping a re-mixed version of *Vendetta* onto cart for a January release, and there's a reworked version of *International Karate* called IK Deluxe.

And next year they've already got four new titles lined up: Chris Butler's *Turbocharge* (working title), *Putty*, *Dawn Of Steel* (the follow-up to *Myth*) and an as-yet-unnamed game which sounds like mixture between *Populous* and *Sim City*. We'll give you the facts when we have them, so stay tuned!



FROM FRANCE

Comes The Disk Company. These newcomers to 64 software have been wisely snapping up suitable titles for conversion to and rerelease on cartridge format. *Powerplay*, for example, contains *Rick Dangerous*, *Stunt Car Racer* and *Microprose Soccer*. Their second cartridge, *Funplay*, holds three famous Codemasters titles – *Pro Tennis*, *Pro Skateboard and Fast Food* (calm down, Sean, it's only a game). Both cartridge compilations will be out in time for Christmas and we'll be bringing you reviews of them next issue.



For what we are about to receive from US Gold, may we be truly thankful...

DRAGON STRIKE

US GOLD

Prime contender for the 'most unusual C64 game of the year' award is US Gold's *Dragon Strike* – a fantasy flying simulator where, instead of an F-16 jet fighter, you pilot an unruly dragon. The Radar screen is dispensed in preference to a crystal ball, and your bogies are other dragons instead of Migs. Refer to the area map to plan your aerial assaults beforehand, then breathe in, leap into the air and toast every lizard with halitosis you can find!

NEXT MONTH...

Right , we're going to right out on a ledge here to say that next month's PowerPack covertape will contain two fully playable games – *Sunstar* and *Inner Space* – plus three playable demos: *Warlock*, *Viz* (the only version you'll be able to play if you're under 18!) and (hopefully) *Dick Tracy*! Droolworthy or what?

On the PowerTest side you should see *Dick Tracy*, *The Last Ninja 3*, *Lotus Esprit Turbo Challenge*, *UN Squadron*, *Night Shift*, *Line Of Fire*, *Gazza II*, *Chip's Challenge*, *St. Dragon*, *Dragon Breed*, *Exterminator*, *Creatures* plus (finally) the Turtles!

If we've got any room left, we just might squeeze in some stonking features, the second part of our A to Z, Roger Frames' latest exploits, The Mighty Brain, a new BASIC tutorial, more Inside Info, the latest news, views and previews, plus all those scrummy little bits that make *CF* a cut above the rest!

The CF team (including Rog' and The Brain) wish all our readers a stonkingly skill Chrimble, and here's looking forward to the New you ain't seen nothing yet...

Aaaand CUT! OK guys, that's a wrap. Fade to black and roll the credits...

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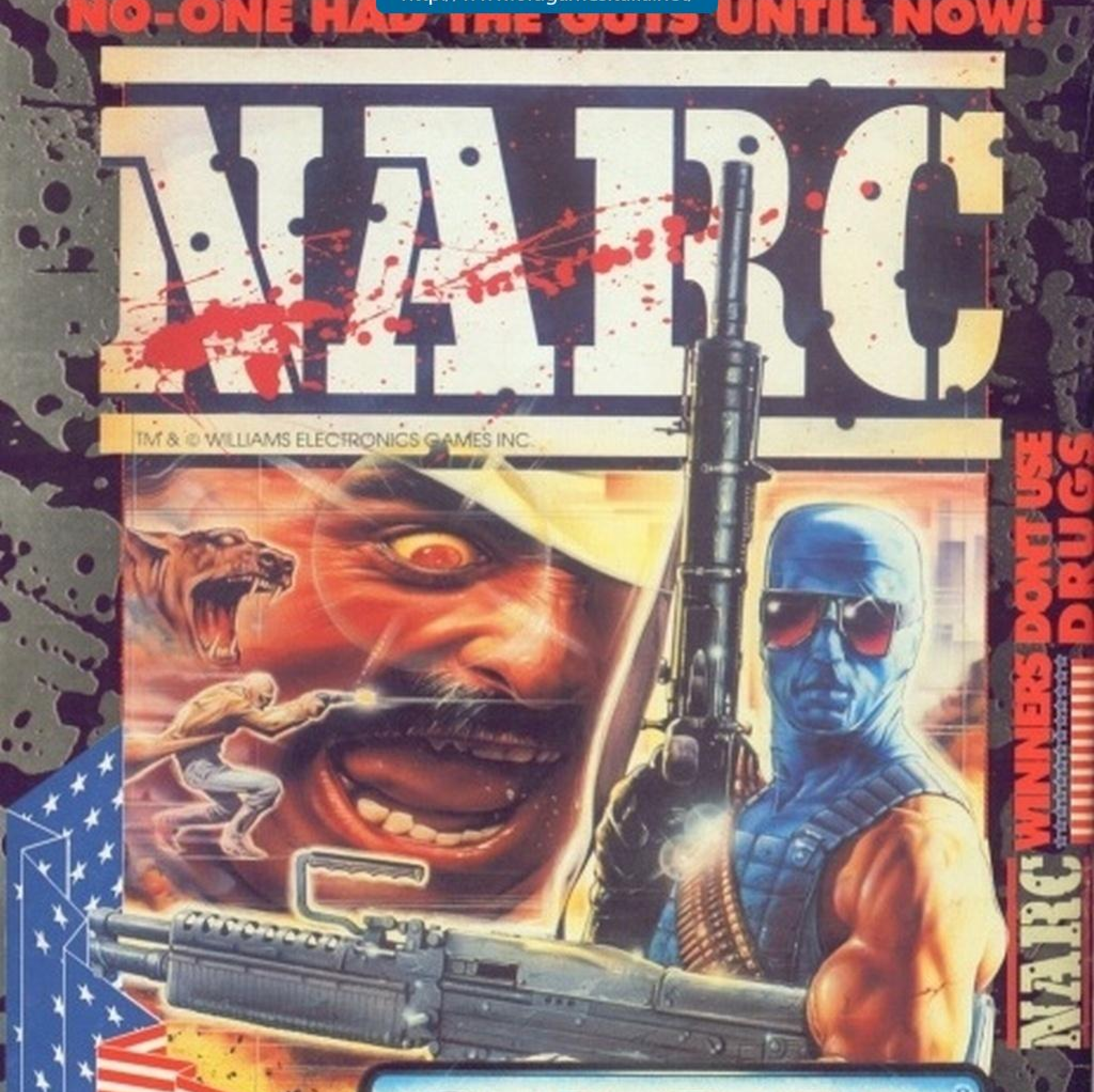
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You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he wa

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